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Front the Title



C. D. Moore & Son

I. S. Muller, Sc.

CHESS

KW 973 G10

CH E S S

Made Easy:

OR, THE

G A M E S

OF

GIOACHINO GRECO,

The CALABRIAN;

With Additional

GAMES and OPENINGS,

Illustrated with

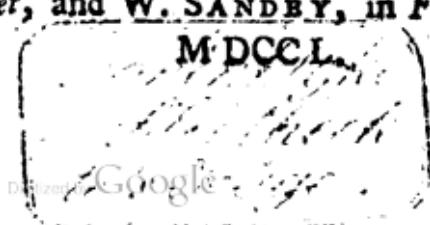
Remarks and General Rules.

The Whole so contrived, that any Person may learn to play in a few Days, without any farther Assistance.

L O N D O N:

Printed for J. and P. K N A P T O N, in Ludgate-street, and W. S A N D B Y, in Fleet-street.

M D C C L



DIRECTIONS FOR BEGINNERS.

THE following Games of *Chess* were invented in the XVIth Century, by *Gioachino Greco*, of *Calabria* in *Italy*; for the Use of a young Nobleman, to whom they were dedicated. They were drawn up (in 1742.) in their present Form, by the Editor for his own Use; to which are since added, by way of Appendix, a great Variety of Openings and Games, taken from the most noted Authors, and illustrated with Remarks and general Rules *. The Whole is so contri-

* These Additions are printed in a small Letter, to distinguish them from the *Calabrian Games*, written in Capitals.

ved,

ved, that any Person may learn the Game without any farther Assistance.

The Game of *Cheſſ* * is played with eight Pieces, and eight Pawns, on each Side ; distinguished by their *Black* or *White*, Colour.

The Pieces are, the *King*, the largest of all ; the *Queen*, like the King, but not so high ; two *Rooks*, with their Heads round and whole ; two *Knights*, with their Heads half cut away ; and two *Bishops*, with cloven Heads, like a

* The Origin of *Cheſſ* is unknown. The antient *Greeks* and *Romans* had no such Game. Some there are, indeed, who imagine it to be the *Roman Ludus Latrunculorum* ; as *Vossius* and *Salmatius*, making the Word *Cheſſ* to be a Corruption of *Calculus*, used for *Latrunculus* ; but *Bochartus*, much more probable, makes it of oriental Extraction, and to come to us from *Perſia*, thro' *Arabia* ; as moſt of the Terms are either Corruptions or Translations of the *Perſic*, or *Arabic* Words : Thus *Cbeck* is plainly derived from the *Perſian Scbach*, or *King*, and *Mat*, in the same Language, signifies *dead*. Hence *Cbeck Mat* or *the King is dead!*

Mitre ;

[v]

Mitre ; the Pawns, are all alike, and distinguished by the Name of the Piece they stand before, as the King's Pawn, the Queen's Pawn, &c.

Lay the *Chess-Board* before you, with a white Square in the ~~West~~^{North} hand Corner (*as in the Plate annexed*), and consider it as divided into eight Rows, of eight Squares each. Begin at the first Row on the left Side, and call the Square in the Corner, A 1 ; the next before it, A 2 ; then A 3, A 4, A 5, A 6, A 7, A 8 (*See the Plate*) ; the second Row call, B 1, B 2, &c. to B 8 ; the third Row, C 1, C 2, &c. to C 8 ; the Fourth, D 1, D 2, &c. to D 8 ; the Fifth, E 1, E 2, &c. to E 8 ; the Sixth, F 1, F 2, &c. to F 8 ; the Seventh, G 1, G 2, &c. to G 8 ; the Eighth, H 1, H 2, &c. to H 8.

Then (*as in the Plate*) set the eight white Pieces, denoted by the same Letters, in the following Order :

b

On

On A 1 stands A or the Queen's Rook.
 On B 1 stands B or the Queen's Knight.
 On C 1 stands C or the Queen's Bishop.
 On D 1 stands D or the Queen.
 On E 1 stands E or the King.
 On F 1 stands F or the King's Bishop.
 On G 1 stands G or the King's Knight.
 On H 1 stands H or the King's Rook.

Before each of these, place a white Pawn or P (*as in the Plate*), which are thus distinguished: P a, the Queen's Rook's Pawn; P d, the Queen's Pawn; P e, the King's Pawn; and so of the rest.

The black Pieces and Pawns denoted by the same Letters, are placed on A 8, B 8, C 8, &c. in the same Manner, on the opposite Side of the Board, *as in the Plate*.

Hence, every single Square may readily be expressed by a Letter, with a Figure annexed. Thus, for Instance, the fourth Square of the King is called, E 4; The sixth Square of the Queen, D 6:

D 6 : The third Square of the King's Bishop, F 3 : And so of any other Square. If another Letter is added, it signifies the Piece that stands in such a Square, as G F 3 ; that is, the King's Knight (G), in the third Square of the King's Bishop (F). Again P e 4, that is, Pawn in the King's fourth Square. Thus it appears, how much more short and commodious this Method is, than to make use of Words at Length : For Example, F C 4 would be in Words, *move the King's Bishop into the fourth Square of the Queen's Bishop* (See the Plate)..

N. B. You must always begin to reckon from the *White*. Thus O 6, is the sixth Square of the *White Queen's Bishop*, tho' but the third of the *Black Queen's Bishop*.

The Motion of each Piece is next to be considered. The Rooks (A and H) move in a direct Line forwards,

back-wards, or side-ways; and are the best Piece next to the Queen.

The Bishops (C and F) move corner-ways, or slanting; and consequently always remain on the same Colour. They move forwards or backwards, to the Right or Left.

The Queen (D) is the principal Piece, and moves every way like a Rook, or a Bishop, being a Compound of both.

The King (E) moves also every way, but only from Square to Square; whereas the Queen, Rooks, and Bishops, move as far as they please, if not obstructed by a Piece or Pawn of their own Side; and if a Piece or Pawn of the Adversary is in their Way, they may take it; that is, slide into it's Place, and remove it from the Board.

The Knights (B and G) have a particular oblique Motion, from three Squares to three Squares, from *White* to *Black*, and from *Black* to *White*; and

and may leap over any intermediate Piece. Thus G, or the King's Knight, may move into E 2, F 3, or H 3 if these Squares are empty, or filled with some Piece of the Adversary, which he may take by leaping into its Place, and removing it from the Board.

The Pawns move directly forward, one Square at a Time ; but at the first Move, they may advance two Squares or P.e 4 ; that is, move the Pawn into the King's fourth Square, which is generally the first Move of a Game. (*See the Plate.*)

A Pawn, when at an Angle with a Pawn or Piece of the Adversary, may take that Pawn or Piece, by sliding into its Place.

When one Piece can take another, that other is said to be *in Prize* of the first.

When a Pawn gets to the opposite Side of the Board, it becomes a Queen or other Piece that is wanting.

N. B. The *Calabrian*, with all the *Orientals*, make such a Pawn always a Queen, tho' there be one already.

To make these Things still plainer to a Beginner, let him lay the *Chess-Board* before him, with the Pieces and Pawns in their proper Order, according to the foregoing Directions, and as they are placed in the *Plate*; then let him turn to *Game II. Page 3*, and play it as follows.

The *White* stand on the Left-hand Column throughout the Book, and the *Black* on the Right. The Figures behind the Letters are the Numbers of the Moves, the first Letter denotes the Piece to be played, the Second with the Figure before it, the Row and Square into which it is to be moved. The first six Moves are *as in the Plate*. The *White* begins with

1. P E 4, that is, P into E 4, or Pawn into the fourth Square of E, or the King.

N. B.

N. B. A Pawn can advance two Squares only the first Move, and never moves backwards.

2. *Black.* P E 5, that is, P into E 5, or Pawn into the fifth Square of E, or the King.

N. B. You must always begin to count from the *White*.

3. *White.* F C 4, that is, F into C 4, or the King's Bishop into the fourth Square of C, or the Queen's Bishop; a Passage being made by the first Move, P E 4.

4. *Black.* F C 5, that is, F into C 5, or the King's Bishop into the fifth Square of C, or the *White* Queen's Bishop.

5. *White.* G F 3, that is, G into F 3, or the King's Knight into the third Square of F, or the King's Bishop.

N.B. B and G, or the Knights, do not require a free Passage, or slide along as the Bishops and Rooks, but leap obliquely from three Squares to b 4 three

three Squares, from *Black* to *White*, and from *White* to *Black*, without Regard to any intermediate Piece.

6. *Black*. B C 6; that is, B into C 6, or the Queen's Knight into the sixth Square of C, or the *White* Queen's Bishop.

7. *White*. P C 3, that is, P into C 3, or Pawn into the third Square of C, or the Queen's Bishop.

8. *Black*. G F 6, that is, G into F 6, or the King's Knight into the sixth Square of F, or the *White* King's Bishop.

9. *White*. G G 5, that is, G into G 5, or the King's Knight into his own fifth Square.

10. *Black*. E, that is, the King castles. When there are no Pieces between the King and either Rook, the King can once in a Game castle; that is, the Rook slides close to the King, and then the King leaps over the Rook, either into his Knight's Place, if he castles on his

his own Side ; or into the Queen's Bishop's Place, if he castles on the Queen's Side. Here the *Black* King castles on his own Side, and H slides into F 8, and E leaps over him into G 8.

11. *White*. P D 3, that is, P into D 3, or Pawn into the third Square of D, or the *Queen*.

12. *Black*. P H 6, that is, P into H 6, or Pawn into the sixth Square of H, or the *White* King's Rook.

N. B. When a Pawn stands thus corner-ways with another Pawn or Piece, it is said to be played upon it ; and the other Pawn or Piece is said to be in *Prise* of the Pawn ; that is, the Pawn may take them by slipping into their Place, and removing them from the Board ; as will be seen at *Black*'s fourteenth Move.

13. *White*. P H 4, that is, P into H 4, or Pawn into the fourth Square of H, or the King's Rook.

14. *Black.* P G 5, that is, P into G 5, or Pawn into the fifth Square of G, or the *White* Queen's Knight, and takes the Knight; that is, slides into his Place, and removes him from the Board.

15. *White.* P G 5, that is, P into G 5, or Pawn into the fifth Square of G, or the King's Knight, and retakes the Pawn that took G.

16. *Black.* G H 7, that is, G into H 7, or the King's Knight into the seventh Square of H, or the *White* King's Rook, to avoid being taken by the Pawn.

17. *White.* D H 5, that is, D into H 5, or the Queen into the fifth Square of H, or the *White* King's Rook.

18. *Black.* H E 8, that is, H into E 8, or the King's Rook into his King's Place.

19. *White.* D F 7 †, that is, D into F 7, or the Queen into the seventh Square of F, or the King's Bishop; and gives

gives \dagger or *Check*, that is, puts the King in *Prise*; who cannot take D, because guarded by F in the same Line.

N. B. When the King is put in *Prise*, Notice is always to be given by saying, *Check!* (that is, *O King!*) otherwise the Adversary is not to regard the *Check*.

20. *Black.* E H 8, that is, E into H 8, or the King into his Rook's Place, to avoid the *Check*.

21. *White.* P G 6, that is, P into G 6, or Pawn into the sixth Square of G, or the *White* King's Knight.

22. *Black.* H F 8, that is, the King's Rook into the King's Bishop's Place.

23. *White.* H H 7 \dagger m, that is, H into H 7, or the King's Rook into his own seventh Square; and gives \dagger m or *Check-Mat*, that is, puts the King so in *Prise*, that he cannot move without being taken, which concludes the Game.

When

When the Adversary's King is so situated, that he cannot move without going into Check, and there is no other Piece to move; that is called *Stale-mat*, and you lose the Game.

If, by moving one Piece, Check is given to the King by another, that is called *Check by Discovery*.

When a Knight or Pawn puts two Pieces in *Prise* at once, it is called a *Fork*.

In the same Manner are played the rest of the Games. The Moves are numbered for the Ease of the Learner, as it helps the Memory and prevents Confusion.

When a Game has one or more Variations, the Move at which each Variation begins, is printed in small Letters. If a Variation consists of a few Moves only, it is put into the Notes.

As the Knights B and G, in the Course of a Game are often confounded, they may be distinguished by always

always turning the flat Side of B's Head to the Left, and of G's to the Right. As the Rooks A and H are liable to the same Confusion, A may be distinguished from H by some Mark.

The Bishops C and F can never be confounded, as standing always on different Colours.

The Beginner, at first, need not mind the Notes, till he can readily move the Pieces as directed; which a very little Practice will enable him to do. After that, he may begin again, and play the Games with the Notes. The principal Games are, III, IV, V, *Book I.* X, XI, *Book I, Part II.* I, IX, XI, *Book II.* I, IV, *Book II, Part II.* But the Appendix is chiefly to be practised, as showing the best Manner of playing.

It is advisable to have a pocket *Chess-Board*, which folds like a Book, and may be carried about you; in order

der to play when you are on a Journey, or at any Time when you have Leisure.

When a Learner comes to play his own Games, let him remember the Rules laid down in the Notes, the Sum whereof is This :

Advance your Pawns (particularly P e, P d, and P c), before you move out your Pieces ; and try to post P e and P d in the middle of the Board, and if taken, replace them, if possible, uniting as many Pawns to them as you can.

Support the foremost of a Line of Pawns standing on the same Colour, and never leave it behind unless forced.

Croud not your Game with too many Pieces together ; and, when crowded, make room by exchanging of Pieces.

Keep

Keep F, or the King's Bishop; and try to change your Adversary's F for your C, or a Knight.

Give not useless Checks, nor attack without a sufficient Force. Regard not the Loss of a Piece or two, in a well form'd Attack; nor refrain changing a Rook for a Knight that is advanced.

Take Heed of a Check by Discovery, of a Fork, a Stale-mat, and of letting D or the Queen stand before E or the King; least a guarded Rook or a Bishop put her in Prise and take her, as she cannot move on account of opening Check to the King.

Castle as soon as you can, and bring out all your Pieces, especially the Knights and Bishops, that you may castle on which Side you please. Then survey your own, and the Adversary's Situation; and begin your Attack where he is weakest. Towards the End of a Game, observe where your Pawns are best

best united, and the Queen's are gone; bring out your King, who is then a capital Piece.

When the Adversary has castled, play up your Pawns on that Side, supported by the Queen and Rooks. The castled King is not to move the Pawns before him, till forced.

Put as many Guards on a Piece, as the Adversary has Pieces upon it: But guard not an inferior Piece with a better. If a Piece can't be saved, pursue your Game, and give it up.

A King and one Pawn cannot win, if you can bring your King opposite to your Adversary's, standing either before or on one Side of his Pawn, with one Square only between the Kings.

A Pawn on the Rook's Line with a King and a Bishop cannot win, if the Bishop stands on a different Colour from the corner Square, the Pawn is going to, and you can get your King there first; nay, you may win by a *Stale-mat*.

When

When you have the Advantage of a Piece or Pawn, exchange Pieces as fast as you can.

Cover not a Check with a Piece, that a Pawn may be played upon.

Let the adverse King have Room for a Move, for fear of a *Stale-mat*.

LAWs of CHESS.

I. A Piece, if touched, must be played; and, if quitted, must not be recalled.

II. A false Move, if not taken notice of by the Adversary before his next Move, must not be recalled.

III. If Notice be not given of a Check, you may let it stand till you have Notice.

IV. A Pawn, at the first Move, cannot pass *Prise*, (that is, cannot leap over a Square commanded by an adverse

verse Pawn) unless permitted. It is at the Adversary's Option to take, or not take it.

V. The King cannot castle, if the Rook or King has moved; or if the King is in Check, or passes over a Square commanded by any Piece.

A View of the Abbreviations at once.

A, B, C, the Queen's Rook, Knight, Bishop.

F, G, H, the King's Bishop, Knight, Rook.

D, the Queen, E, the King, P, a Pawn.

E 4, the King's fourth Square.

G 3, the King's Knight's third Square, &c.

P a, the Queen's Rook's Pawn.

P d, the Queen's Pawn. P e, the King's Pawn. So of the rest.

†, Check. † m, Check-mat.

When

When a Pawn becomes a Queen or Piece, it is thus expressed :

PF8D, that is, P into F8 becomes D.
PC1G, that is, P into C1 becomes G.

When Check is opened by Discovery, it is thus expressed :

FD5+H, that is, F being moved into D5, opens Check of H on the King.

When a Pawn or Piece is in Prise of two Pawns, for Example, of Pe and Pg, the Pawn to be moved is distinguished by having the Letter of the Piece, it belongs to, prefixed ; thus E's Pf6, that is, E's Pawn into F 6.

The Reader is desired to correct the following Errata with his Pen.

Page 94. line 15. HH6 read HH7

Page 148. line 13. bc4 read be4

Page 160. line 3. from the Bottom,
pd read pf

Page 165. line 10. db3 read bb3

Page 167. line 8. bg4 read be4

Ibid. line 2. from the Bottom,
for for read from Page

Page 168. line 6. pg 5 read pd 5
Ibid. line 3. from the Bottom,
pb 4 read pc 4
Ibid. line 2. from the Bottom,
fb 4 read fc 4
Page 174. line 1. pb 3 read pb 6
Page 175. line 9. bh 4 read ph 4
Page 182. line 1. ce 6 read cf 6
Ibid. line 2. de 6 read df 6
Page 186. line 6. pa 3 read ph 3
Page 189. line 12. dc 7 read df 7
Page 192. line 17. pd 3 read pd 5
Page 193. line 8. pd 6 read pd 4
Ibid. line 9. for 67 pd 2 read
and then pd 2 &c.
Page 194. line 11. fg 6 read fg 8
Page 197. line 5. de 8 read de 1 †
Page 200. line 5. for opens read offers
Ibid. line 14. pe 5 read pc 5
Page 202. line 6. pb 5 read pb 4
Ibid. line 10. pf 3 read pf 6
Ibid. line 14. dd 7 read pd 7
Page 194. the Note (10) belongs to
the upper Part.
A Check † is omitted, p. 7, p. 19,
p. 29, p. 163, p. 166.

ds
bottom,

ottom

6

4

3

7

5

ead

ts

C H E S S

made Easy.

B O O K I.

P A R T I.

Containing Seven close *
Games, which open in the
same Manner.

G A M E I.

Ending with the Scholar's Mat.

1 P E 4

2 P E 5

3 F C 4

4 F C 5

* Close Games, in Opposition to
Gambit Games. See Book II.

B

5 G F 3	6 B C 6
7 P C 3	8 G F 6
9 P D 4	10 F B 6
11 P E 5	12 G E 4
13 D D 5	14 G F 2
15 D F 7 † Scholar's Mat.	

9. These are the first nine Moves generally used by *Le Calabrois*, in opening a close Game. For if P_e, P_d, and P_c, are not moved, the Pieces cannot come out, and the Game will be clogg'd.

11. P E 5 is a bad Move not only as it doubles a P, but as it separates Pd and Pe, which must, if possible, be kept in the Middle of the Board. See Game III. 9.

12. If moved. G G 4, and afterwards G H 6 would have defended P_f.

14. Before you play, always observe the Consequence of the Adversary's last

last Move. Had *Black* considered that D F 7 + m, he would, instead of G F 2, have castl'd or played D E 2, and lost only G.

G A M E II.

Wherein a Knight is given for a Pawn, in order to win. The first eight Moves as before.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P C 3	8 G F 6
9 G G 5	10 E Castles

10. To prevent C R 7 +, or a Fork on D and H, by G F 7. Care must always be taken to prevent B or G from forking E and D, or D and A or H, or A and H.

B 2

11	PD 3	12	PH 6
13	PH 4	14	PG 5
15	PG 5	16	GH 7
17	DH 5	18	HE 8
19	DF 7 +	20	EH 8
21	PG 6	22	HF 8
23	HH 7 + m		

12. PH 6 on G.

13. G is left in prise to open a Passage to E, and therefore should not have been taken; but instead of PG 5, *Black* should play PD 5 on F, or some other Move.

N. B. It is not good to take an offered Piece without Caution, being generally attended with Loss of Game.

18. To make room for E.

19. And not DH 7, for then + m would have been avoided.

G A M E

G A M E I I I.

With one Variation at the 26th
Move.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P C 3	8 G F 6
9 P D 4	10 P D 4
11 P D 4	12 F B 4 †
13 B C 3	14 G E 4

9. To hinder F from coming on P f, and giving †; and likewise to place P d and P e in the middle of the Board, which is of great Consequence, and always to be endeavoured.

10. If F B 6. See Game VII. 12.

13. If C D 2. See Game VI. 13. i

B 3

15	E Castle	16	G C 3
17	P C 3	18	F C 3
19	D B 3	20	F A 1
21	F F 7 +	22	E F 8
23	C G 5	24	B D 7
25	G E 5	26	f d 4
27	F G 6	28	P D 5

19. When the Game is thus situated, *Black* must lose, whether he plays F A 1 on A, or F D 4 on Pd. *See Game IV.* 20. In order therefore to save the Game, *Black* should castle, and lose F.

23. On D guarded by G.

24. If B D 4 on D, then

25 D A 3 + 26 E F 7

27 C D 8 on D.

26. If P D 5. *See Variation.*

28. Though G and F are both in prise, yet neither can be taken, because D F 7 + m with the other. So P D 5 to hinder D.

[7.]

29	D F 3 +	30	C F 5
31	F F 5	32	F E 5
33	F E 6 + D	34	F F 6
35	C F 6	36	P F 6
37	D F 6 +	38	E E 8
39	D F 7 + m		

Variation of Game III, beginning at the 26th Move.

25	G E 5	26	P D 5
27	D F 3	28	C F 5
29	F E 6	30	P G 6
31	C H 6	32	E E 8
33	F F 9 + m		

B 4

G A M E

GAME IV.

With two Variations. The first nineteen Moves as in Game III.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P C 3	8 G F 6
9 P D 4	10 P D 4
11 P D 4	12 F B 4 +
13 B C 3	14 G E 4
15 E Castle	16 G C 3
17 P C 3	18 F C 3
19 D B 3	20 F D 4

20. If F A 1. See Game III.

21	F F 7 +	22	E F 8
23	CG 5	24	F F 6
25	AE 1	26	BE 7
27	FH 5	28	b g 6
29	GE 5	30	BE 5
31	AE 5	32	PG 6
33	CH 6 +	34	FG 7
35	AF 5 +	36	PF 5
37	DF 7 + m		

27. In order for $DF_7 + m$, and therefore BG_6 to stop F, or PD_5 to stop D. See Variation 1.

34. A cannot be taken by C, because $DF_7 + m$; therefore PG_6 to stop F.

36. If EE_8 , then $DF_7 + m$;

or if EE_7 , then

37 $HE_1 +$ 38 ED_6

39 $DD_5 + m$

Variation the 1st of Game
IV, beginning at the 28th
Move.

1	P E 4	2	P E 5
3	F C 4	4	F C 5
5	G F 3	6	B C 6
7	P C 3	8	G F 6
9	P D 4	10	P D 4
11	P D 4	12	F B 4
13	B C 3	14	G E 4
15	E Castle	16	G G 3
17	P C 3	18	F C 3
19	D B 3	20	F D 4
21	F F 7	22	E F 8
23	C G 5	24	F F 6
25	A E 1	26	B E 7
27	F H 5	28	P D 5

29	A E 7	30	e e 7
31	H E 1 †	32	E D 6
33	C F 4 †	34	E C 6
35	H C 1 †	36	E D 7
37	D D 5 †	38	E E 7
39	D F 7 † m		

29. The A is better than B, yet in an Attack it is necessary sometimes, not only to exchange a better for a worse, but even to sacrifice a Piece or two, as in the Course of this Game.

30. A must be taken by E, or D. If by E, as here, then f m, or Loss of D. If by D; the Consequence will be the same. See Variation 2d.

32. If ED7, then DD5+m;

if EF8, then

33 DB4† 34 EG8

and 35 HE8† and D is lost,

B 6

Varia-

Variation the 2d of Game IV,
beginning at the 30th Move
of the foregoing Variation.

29	A E 7	30	D E 7
31	A E 1	32	C E 6
33	G D 4	34	F G 5
35	G E 6 †	36	E G 8
37	D D 5	38	P C 6
39	D B 3	40	D F 6

32. If D D 7, then

33 D B 4 † 34 E G 8

35 H E 8 † and D is lost.

40. If D had not been moved, it would have been taken by H, when † by Discovery, had been made by removing G G 5.

N. B. Let not therefore the Queen stand so as to be expos'd to some Piece, when

41. G G 5. + D 42. E F 8.
 43. D B 4. + 44. E G 8.
 45. F F 7. + 46. D F 7.
 47. G F 7 and takes D.

when the Piece that is between them, can, by it's Removal, give or discover f.

GAME V.

With three Variations. The first seven Moves as before.

1. P E 4.	2. P E 5.
3. F C 4.	4. F C 5.
5. G F 3.	6. B C 6.
7. P C 3.	8. P D 6.
9. P D 4.	10. P D 4.
11. P D 4.	12. F B 4. +

13. B C 3	14. G F 6
15. E Castles	16. F C 3
17. P C 3	18. G E 4
19. H E 1	20. P D 5
21. H E 4	22. P E 4

14. On P. e. Wherefore *White* castles to free B, which could not move as opening †.

15. *N. B.* It is good to castle as soon as it may be conveniently done, and on that Side where the Adversary's Pieces are least advanced; move none of the Pieces before E, till attacked or forced.

16. F being a Piece of great Consequence, should not be exchanged, but preserved as long as possible. And it should always be endeavoured to change the Adversary's F, for C or a Knight.

21. This Exchange (tho' of a better Piece

23 GG 5	24 E Caltles
25 DH 5	26 PH 6
27 GF 7	28 d f 6
29 GH 6 † †	30 EH 8
31 GF 7 † †	32 EG 8
33 DH 8 † m	

Piece for a worse) gets rid of a trouble, some Knight, and gains a good Situation. See Variation 1st of Game IV, 29.

24. To prevent F F 7 † or a Fork on D and H, by G F 7.

27. In this Situation *White* must win, whether D F 6, as here, or H F 7. See Variation 1st and 2d.

Variation the 1st of Game V,
at the 28th Move.

1 P E 4	2 P E 5
3 F C 4	4 F C 5

5	GF 3	6	BC 6
7	PC 3	8	PD 6
9	PD 4	10	PD 4
11	PD 4	12	FB 4 †
13	BC 3	14	GF 6
15	E Castles	16	FC 3
17	PC 3	18	GE 4
19	HE 1	20	PD 5
21	HE 4	22	PE 4
23	GG 5	24	E Castles
25	DH 5	26	PH 6
27	GF 7	28	HF 7
29	FF 7 †	30	e f 8
31	CA 3 †	32	BE 7
33	FB 3	34	DE 8

30. If E H 7. See Variation 2d.
 If E H 8. See Variation 3d.
 34. To prevent DF 7 †, and try
 to change Queens.

35 DD 5 36 PC 5,
 37 CC 5 38 PA 6,
 39 DG 8 + m

35. B. can't move because + is opened.

38. Or any other, for the Game is lost.

Variation the 2d of Game V,
 at the 30th Move of the 1st
 Variation.

29 FF 7 + 30 e h 7
 31 CH 6 32 PH 6
 33 DG 6 + 34 EH 8
 35 DH 6 + m

4. 2. Variation

Variation the 3d of Game V,
at the same 30th Move of
the 1st Variation.

29	F F 7 +	30	e h 8
31	CH 6	32	CG 4
33	CG 7 ++	34	EG 7
35	DG 6 +	36	EF 8
37	F B 3	38	DE 8
39	DG 8 +	40	EE 7
41	DG 4	42	ED 8
43	AE 1	44	PE 3
45	AE 3 and must win by Ps.		

GAME VI.

The first twelve Moves as in
Game III.

1 PE 4

2 PE 5

3	F C 4	4	F C 5
5	G F 3	6	B C 6
7	P C 3	8	G F 6
9	P D 4	10	P D 4
11	P D 4	12	F B 4. +
13	C D 2	14	G E 4
15	C B 4	16	B B 4
17	F F 7 +	18	E F 7
19	D B 3	20	P D 5
21	G E 5 +	22	E G 8
23	D B 4	24	D F 6
25	E Castles	26	P C 5.

15. It is best always to exchange the Adversary's F for C, or for a Knight. See Game V. 16.

17. F being offered for a Pawn, should be taken with Caution; for B is lost by it, and a good Situation gained by the *White*. See Game II.

14.

27 D B 5.	28 P B 6
29. D E 8 +	30. D F 8
31. D C 6.	32. C A 6.
33. D D 5 +	34. D F 7.
35. D F 7 + m	

G A M E . VII.

With two Variations.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P. C 3	8 G F 6
9 P. D 4	10 P D 4
11 P D 4	12 F B 6
13 P E 5	14 G G 8
15 P D 5	16 B E 7

15. By thus forcing back *Black's* Pieces,

[21]

17 P D 6	18 b c 6
19 D D 5	20 G H 6
21 C H 6	22 H F 8
23 C G 7	24 B B 4
25 D D 2	26 H G 8
27 C F 6 and D is lost.	

Pieces, the *White* gains a Move, opens his Game, and clogs the other's.

N. B. Hence in opening, Pieces should not be played out till the Pawns are well advanced.

18. If P D 6. See Variation 1st.

Variation the 1st of Game VII,
at the 18th Move.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P C 3	8 G F 6

9	PD 4	10	PD 4
11	PD 4	12	FB 6
13	PE 5	14	GG 8
15	PD 5	16	BE 7
17	PD 6	18	PD 6
19	PD 6	20	BC 6
21	DD 5	22	DF 6
23	E Castles	24	GH 6
25	HE 1 †	26	EF 8
27	CG 5	28	db 2
29	CH 6	30	FF 7 †
31	EF 1	32	DF 6
33	CG 5	34	DG 6
35	EE 2	36	PA 6
37	GH 4	38	DH 5

23. To bring out H.

24. PH 6 would have stopped C.

28. NDF 5. See Variation 2d.

37. To force DH 5, and then

CD 8

Black

39	C E 7 +	40	E G 8
41	D H 5	42	P G 6
43	D H 6	44	G E 7
45	P E 7	46	P D 5
47	D F 8 + m		

Black, by playing C F 7 +, takes *White's* Queen with his, which Situation should have been avoided, if possible. See Variation the 2d of Game IV, 40.

Variation the 2d of Game VII, at the 28th Move of the 1st Variation.

27	C G 5	28	D F 5
29	D D 2	30	E A 5
31	B G 3	32	P B 6

[24]

33 CH 6	34 PH 6
35 DH 6 +	36 EG 8
37 HE 8 + m	

The End of Book I, Part I.



BOOK I, PART II.

Containing Eleven Games,
which open in different Man-
ners.

GAME I.

Opening with P E 6 at the 2d
Move, with two Variations.

1 P E 4

2 P D 4

2 P E 6

4 G F 6

5 F D 3	6 B C 6
7 G F 3	8 F E 7
9 P H 4	10 E castles.
11 P E 5	12 G D 5
13 F H 7†	14 E H 7
15 G G 5†	16 f g 5
17 P G 5† H	18 e g 8
19 D H 5	20 P F 5

10. It was wrong to castle on that Side, as P h was advanced, and F pointed at H 7.

13. To open a Passage to E.

16. If E G 8, then *White* plays D H 5, and afterwards † m. If E G 6. See Variation 1st.

18. If E G 6. See Variation 2d.

20. P f passes prise, that is, passes over a Square (f 6) commanded by P d or P g, and therefore may be taken by either if the *Black* chuses to do it, otherwise the Move must stand.

C

21. PG 6 22. HE 8
 23. DH 8 + m

Variation 1st at the 16th Move.

15. GG 5 + 16. EG 6
 17. PH 5 + 18. EH 6
 19. GF 7 + + 20. EH 7
 21. GD 8 on D.

18. If EF 5, then PG 4 + m;
 19. and forks E and D.

Variation 2d, at the 18th Move.

15. GG 5 + 16. FG 5
 17. PG 5 + H 18. EG 6
 19. DH 5 + 20. EF 5
 21. DH 7 + 22. PG 6
 23. DH 3 + 24. EE 4
 25. DD 3 + m

21. That the + may be covered with PG 3, and thereby E stopped from retiring.

GAME

G A M E II.

Opening with PF6 at the 4th Move, with four Variations.

1 P E 4	2 P E 5
3 G F 3	4 P F 6
5 G E 5	6 P E 5
7 D H 5 +	8 E E 7
9 D E 5 +	10 E F 7
11 F C 4 +	12 e g 6
13 D F 5 +	14 E H 6
15 P D 4 + C	16 P G 5
17 P H 4	18 E G 7
19 D F 7 +	20 E H 6
21 P G 5 + + m	

5. See 14, Game II. By taking G, Black must lose.

8. If PG6 to cover f, then DE5 on E and H.

12. If PD5 to cover. See Variation 1st.

C 2

Varia.

Variation 1st at the 12th Move.

1 P E 4	2 P E 5
3 G F 3	4 P F 6
5 G E 5	6 P E 5
7 D H 5 †	8 E E 7
9 D E 5 †	10 E F 7
11 F C 4 †	12 P D 5
13 F D 5 †	14 E G 6
15 P H 4	16 p h 6
17 F B 7	18 C B 7
19 D F 5 † m	

12. To cover †, and open C, which stops D F 5.

16. To make room for E; but if P H 5, See Variation 2d. If D F 6, See Variation 3d. And if F D 6, See Variation 4th.

18. If F D 6, it would prevent † m and Loss of A.

Varia-

Variation 2d, at the 16th Move
of the 1st Variation.

15	PH 4	16	PH 5
17	F B 7	18	C B 7
19	D F 5 †	20	EH 6
21	P D 4 † C	22	PG 5
23	C G 5 †	24	DG 5
25	P G 5 †	26	EG 7
27	D E 5 †	28	E F 7
29	DH 8 &c.		

18. F is given in order for D F 5 †, as at first, and therefore should not be taken; but *Black* should move F D 6, or some other.

Variation 3d, at the same 16th.
Move of the 1st Variation.

15	PH 4	16	DF 6
17	DE 8	18	EH 6,

[30]

19	P D 4 + C	20	P G 5
21	P G 5 + +	22	E G 7
23	P F 6 +	24	G F 6
25	D F 7 + m		

21. So D is lost, and + m in two Moves.

Variation 4th, at the same 16th Move of the 1st Variation.

15	P H 4	16	F D 6
17	P H 5 +	18	E H 6
19	P D 4 + C	20	P G 5
21	D H 8	22	P C 6
23	F G 8	24	D E 7
25	F H 7	26	D H 7
27	D F 6 +	28	D G 6
29	D G 6 + m		

GAME

G A M E III.

With three Variations, the two
first at the 28th, and the
third at the 26th Move.

1 P E 4	2 P E 5
3 G F 3	4 B C 6
5 F C 4	6 G F 6
7 G G 5	8 P D 5
9 P D 5	10 G D 5
11 G F 7	12 E F 7
13 D F 3 +	14 E E 6
15 B. C 3	16 B E 7

12. On D and H, so must be taken
by E, and thereby expos'd to + of D,
and afterwards Loss of Game.

14. To guard G, which would be
otherwise taken.

16. To guard G.

C. 4.

17	E Castles	18	P C 6
19	HE 1	20	CD 7
21	PD 4	22	ED 6
23	HE 5	24	BG 6
25	BD 5	26	b e 5
27	P E 5 +	28	e c 5
29	DA 3 +	30	E C 4

17. To bring out H.

18. *N.B.* When a Piece is attack'd, advance as many Guards to it as the Adversary has Pieces upon it, and, if possible, of less value than the Attackers.

22. To avoid + of H.

26. If PD 5 to take B. *See Variation 3d.*

28. Whether E moves into c 5 or e 5 (*See Variation 1st*), or e 6 (*See Variation 2d*), *Black* must lose.

30. *N.B.* The Loss of a Piece is not to be minded, in pursuing an Attack that is like to succeed.

[33]

31 DD 3 + 32 EC 5
33 PD 4 + m

Variation 1st at the 28th Move.

27 PE 5 + 28 EE 5
29 DF 4 + 30 EE 6
31 BC 7 + + 32 EE 7
33 DG 5 + 34 ED 6
35 CF 4 + m

Variation 2d, at the same 28th
Move.

27 PE 5 + 28 EE 6
29 BC 7 + + 30 EE 7
31 DF 7 + m

30. If EE 5, then DF 4 + m;

C 5

Vari-

Variation 3d, at the 26th Move.

25 B D 5	26 P D 5
27 H D 5 +	28 E C 7
29 C F 4 +	30 B F 4
31 D F 4 +	32 E C 8
33 F B 5	34 D C 7
35 D C 7 +	36 E C 7
37 H D 7 + &c.	

G A M E IV.

Opening with D E 2 at the 5th Move, with two Variations, both at the 30th Move.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 D E 2	6 P D 6

7	P C 3	8	B C 6
9	P f 4	10	P F 4
11	G F 3	12	P G 5
13	P H 4	14	P G 4
15	G G 5	16	G H 6
17	P D 4	18	F B 6
19	C F 4	20	D E 7
21	H F 1	22	P F 6
23	B D 2	24	P G 5
25	C G 5	26	D G 7
27	D E 3	28	G G 8

8. *N.B.* It is not good to move B C 6 before P c is moved, because it stops the Pawn. So likewise move not G F 6, B C 3, or G F 3, before the P f and P.c are moved, except the Defence requires it.

16. To guard P f.

24. See 14 of Game II. The taking G is Loss of Game.

Q 6,

29 F F 7 + 30 e f 8
 31 F H 5 + H 32 G F 6
 33 C H 6 34 D H 6
 35 D H 6 + and takes D.

30. If E D 7, See Variation 1st; or
 if D F 7, See Variation 2d: Both Ways
 Game lost.

Variation 1st, at the 30th Move.

29 F F 7 + 30 E D 7
 31 D F 4 32 G E 7
 33 D G 4 + 34 E D 8
 35 C E 7 + 36 B E 7
 37 D G 7 takes D and wins.

35. See 40 of Variation 4th, Game
 III, Book I.

Variation 2d, at the same 30th Move.

29 F F 7 + 30 D F 7

31	HF 7	32	E F 7
33	DF 4 +	34	EG 7
35	E Castles	36	CD 7
37	AF 1	38	CE 8
39	DF 8 +	40	EG 6
41	AF 6 +	42	EH 5
43	AH 6 +	44	GH 6
45	DH 6 + m		

36. CE 6 had been better, and then PH 6 on C.

G A M E V.

Opening with DF 6 at the 4th Move, with three Variations.

1	PE 4	2	PE 5
3	FC 4	4	DF 6
5	GF 3	6	DG 6

5. See 8 Game IV, Book I, Part II,

7 E Castles	8 D E 4
9 F F 7 +	10 e d 8
11 G E 5	12 d f 5
13 H E 1	14 D F 6
15 H E 8 + m.	

8. By thus moving about D, several Moves are lost, and thereby the Game.

N. B. Wherefore bring not out any Pieces, and particularly D, till the Pawns are well advanced. For D is often lost that way as in this Game.

10. If E had taken F, then *White* would have forked E and D, by playing G G 5. If E E 7, *See Variation 2d.*

12. If G F 6, *See Variation 2d.*

Variation 1st, at the 12th Move.

11 G E 5	12 G F 6
13 H E 1	14 D F 5

15	FG 6	16	DE 6
17	GF 7 †	18	EE 8
19	GH 8 † F	20	PG 6
21	HE 6 †	22	PE 6
23	GG 6 &c.		

16. If PG 6 to take F, then
GF 7 † m.

Variation 2d, at the 10th Move.

1	PE 4	2	PE 5
3	FC 4	4	DF 6
5	GF 3	6	DG 6
7	E Castles	8	DE 4
9	FF 7 †	10	EE 7
11	HE 1	12	DF 4
13	HE 5 †	14	e f 7
15	PD 4	16	DF 6
17	GG 5 †	18	EG 6

14. If ED 6, See Variation 3d.

19	DD 3 †	20	EH 5
21	GF 7 †, H	22	PG 5
23	HG 5	24	EH 4
25	DH 3 †, m		

20. If EH 6, then GF 7 † †, m.
 21. If EG 4, then DH 3 †, m.
 24. If DG 5 Loss of D by CG 5,
 and then †, m next Move by DH 3.

Variation 3d, at the 14th of
 Variation the 2d.

13	HE 5 †	14	ED 6
15	HD 5 †	16	EE 7
17	DE 1 †	18	EF 7
19	PD 4	20	DF 6
21	GG 5 †	22	EG 6

14. If EF 6, then

15 PD 4 16 DG 4

17 Ph 3 and D is lost.

23 D E 8 + 24 E H 6
 25 G F 7 + + 26 E G 6
 27 G H 8 + + m

G A M E VI.

Opening with P D 6 at the 4th Move, with three Variations.

1 P E 4	2 P E 5
3 G F 3	4 P D 6
5 F C 4	6 C G 4
7 P H 3	8 c h 5
9 P C 3	10 G F 6
11 P D 3	12 F E 7
13 C E 3	14 E Castles
15 P G 4	16 C G 6

8. If C F 3 upon G. *See Variation 1st.*

15. *N.B.* As soon as the Adversary has castl'd, advance the Pawns upon his Castle, and castle the other Side yourself when convenient.

17	GH 4	18	PC 6
19	GG 6	20	PG 6
21	PH 4	22	PB 5
23	FB 3	24	PA 5
25	PA 4	26	PB 4
27	PH 5	28	PH 5
29	PG 5	30	GG 4
31	HH 5	32	GE 3
33	HH 8 †	34	EH 8
35	DH 5 †	36	EG 8
37	PG 6	38	HE 8
39	DH 7 †	40	EF 8
41	DH 8 † m		

17. As G must be retaken by Ph, a Passage is open for *White's* Ph to attack E.

25. To make room for F, which, by *Black's* PH 4, would have been left.

37. Pf can't take it, because it opens †.

Varia-

Variation 1st, at the 8th Move.

7 P H 3	8 C F 3
9 D F 3	10 g f 6
11 D B 3	12 G E 4
13 F F 7 +	14 E D 7
15 D B 7	16 G G 5
17 F D 5	18 B A 6
19 D C 6 +	20 E E 7
21 D A 8 &c. and wins.	

10. If D F 6, See Variation 2d. This, and the two following Variations, are very ill play'd by the Black.

Variation 2d, at the 10th Move
of Variation the 1st.

1 P E 4	2 P E 5
3 G F 3	4 P D 6
5 F C 4	6 C G 4

7	PH 3	8	C F 3
9	DF 3	10	DF 6
11	DB 3	12	P B 6
13	BC 3	14	P C 6
15	BD 5	16	DD 8
17	BB 6	18	DB 6
19	FF 7 †	20	ED 7
21	CG 8	22	PD 5
23	PD 5	24	DB 3
25	PC 6 †	26	EC 6
27	F B 3 &c. and <i>White</i> wins.		

14. If GE 7, *See Variation 3d.*

16. If PD 5 to take B, A would be lost. So DD 8 to hinder a Fork on E, and A by B.

Variation 3d, at the 14th Move
of the foregoing.

13	BC 3	14	GE 7
15	BB 5	16	BA 6

17 DA 4 18 BC 5.
 19 BD 6 + f 20 ED 8
 21 DE 8 + m

G A M E . VII.

The same opening with one Variation. Showing how to entrap a Knight.

1 PE 4	2 PE 5
3 GF 3	4 PD 6
5 PH 3	6 GF 6
7 PC 3	8 g e 4
9 DA 4 +	10 PC 3
11 DE 4 on G.	

8. If BC 6, *See Variation*, and the Knight would not have been lost.

Varia-

Variation at the 8th Move.

7 P C 3	8 B C 6
9 P D 4	10 G E 4
11 P D 5	12 B E 7
13 D A 4 +	14 P C 6
15 P C 6	16 G C 5
17 R B 7 + D	18 G A 4
19 P A 8 D &c. and must win.	

G A M E VHL.

Opening with P B 6 at the 2d Move, with one Variation.

1 P E 4	2 P B 6
3 P D 4	4 C B 7
5 F D 3	6 p f 5
7 P F 5	8 C G 2
9 D H 5 +	10 P G 6
11 P G 6	12 G F 6

[47]

13 PH 7 + D 14 GH 5
 15 FG 6 + m

Variation at the 6th Move.

1 P E 4	2 P B 6
3 P D 4	4 C B 7
5 F D 3	6 B C 6
7 C E 3	8 P G 6
9 P F 4	10 F G 7
11 G F 3	12 G F 6
13 P C 4	14 E castles
15 B C 3	and advance the Ps.

G A M E IX.

Opening with GF 3 and GF 6,
 at the 2d and 3d Moves.

1 P E 4	2 P E 5
3 G F 3	4 G F 6

5	G E 5	6	G E 4
7	D E 2	8	D E 7
9	D E 4	10	P D 6
11	P D 4	12	P F 6
13	P F 4	14	B D 7
15	B C 3	16	D's P E 5
17	B D 5	18	D D 6
19	P E 5	20	P E 5
21	P E 5	22	D C 6
23	F B 5	24	D C 5
25	C E 3	26	D B 5
27	B C 7 †	28	E D 8
29	B B 5	and takes D.	

24. If D B 5 upon F, then B C 7 on E and D. *Black* should have moved D G 6, to exchange Queens at least; but now D is lost.

G A M E

GAME X.

Opening with D E 7 at the 8th Move, with two Variations.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P C 3	8 D E 7
9 E Castles	10 P D 6
11 P D 4	12 F B 6
13 C G 5	14 P F 6
15 C H 4	16 P G 5
17 G G 5	18 P G 5
19 D H 5 +	20 E D 7

17. To break *Black's Pawns*, and make a Passage for D to +.

20. If E D 8, or E F 8, *See Game XI.*

D

21 CG 5	22 d g 7
23 F E 6 +	24 E E 6
25 D E 8 +	26 G E 7
27 P D 5 + m	

22. If D F 8, See Variation 1st.

23. In order to play D E 8, and
+ m.

Variation 1st at the 22d Move.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P C 3	8 D E 7
9 E Castles	10 P D 6
11 P D 4	12 F B 6
13 C G 5	14 P F 6
15 C H 4	16 P G 5
17 G G 5	18 P G 5
19 D H 5 +	20 E D 7
21 C G 5	22 D F 8

23	F F 7	24	B E 7
25	P E 5	26	p e 3
27	H D 1 †	28	E C 6
29	F E 8 †	30	E C 5
31	C E 3 †	32	E C 4
33	P B 3 † m		

24. If P D 4, then D G 4 † m. If instead of B E 7 *Black* had played B D 4, it would have broke *White's Game*, and given Room to E.

26. If P H 6, See Variation 2d.

Variation 2d, at the 26th Move of Variation 1st.

25	P E 5	26	P H 6
27	C H 4	28	H H 7
29	P E 6 †	30	E D 8

30. If E C 6, then F E 8 f m, or Loss of D.

D 2

31	P E 5	32	P D 5
33	D F 3	34	P C 6
35	P C 4	36	E C 7
37	D A 3	38	P C 5
39	P D 5	40	B F 5
41	C G 3	42	B G 3
43	D G 3	44	H G 7
45	D B 3	46	P H 5

36. *Black* should have played C E 6 on P; and if taken by F E 6, then changed Queens.

38. If E B 8, then

39 F G 8 40 D G 8
41 C E 7 and must win.

40. If B D 5, then

41 D D 3 42 H F 7
43 D D 5 44 H F 4
45 P E 7 46 G E 7
47 D D 6 f m

47	P E 7	48	G E 7
49	P D 6 +	50	E D 7
51	D E 6 +	52	E D 8
53	P E 7 +	54	D E 7
55	H D 1 +	56	C D 7
57	D E 7 +	58	E E 7
59	F H 5	60	A G 8
61	F F 3	62	C C 6

48. If D F 7, then

49	P D 6 +	50	E D 7
51	D B 5 +	52	E E 6
53	P E 8 D +	54	D E 8
	55	D E 8 &c.	

N.B. The Calabrcis, when a Pawn comes to the last Line, makes it a Queen, tho' there is one already on the Board. The 2d Queen is distinguished by two Pawns, on the same Square; and so three for a third Queen. But the Rule now is to make it some Piece that is already lost.

50. E B 8 seems better.

63 F C 6 64 P C 6
 65 P G 3 66 H G 5
 67 P F 4 &c. must win by Ps.

G A M E X I.

The same opening to the 20th
 Move, with one Variation.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 P C 3	8 D E 7
9 E Castles	10 P D 6
11 P D 4	12 F B 6
13 C G 5	14 P F 6
15 C H 4	16 P G 5
17 G G 5	18 P G 5
19 D H 5 †	20 e d 8

20. E D 7, See Game X. If E F 8,
 See Variation 1st.

21	CG 5	22	GF 6
23	DH 6	24	HF 8
25	PF 4	26	PD 4
27	PE 5	28	PC ₃ †F
29	EH 1	30	P B ₂
31	PF 6	32	PA ₁ D
33	PE 7 †	34	BE 7
35	DF 8 †	36	ED 7
37	FB 5 †	38	BC 6
39	DE 7 † m		

32. If HF 6, then

33	DF 6	34	PA ₁ D
35	DA ₁	36	FD 4
37	CE 7 †	38	EE 7
39	BC 3	and saves D.	

As the having two Queens at once is contrary to our Way of playing (tho' practised in *France*), this Game should be otherwise played, and the *Black D* thrown upon some Piece before PA 8.

D 4

Varia-

Variation at the 20th Move.

19	DH 5 +	20	E F 8
21	CG 5	22	DE 8
23	DF 3 +	24	EG 7
25	FG 8	26	EG 8
27	PD 5	28	BE 7
29	CF 6	30	DF 7
31	BD 2	32	PH 6
33	CH 8	34	DF 3
35	BF 3	36	EH 8
37	PH 3	38	CD 7
39	PC 4	40	FD 4
41	GD 4	42	PD 4
43	AD 1	44	PC 5

26. If HG 8, or DG 8, then DF 6 + m. So F must be taken with E.

44. It must be observed, that *Le Calabrois* allows passing of Prise; that is,

45	P F 4	46	A F 8
47	P E 5	48	P E 5
49	P E 5	50	A F 1
51	A F 1	52	E G 1
53	P E 6	54	C E 8
55	P D 6	56	B C 6
57	P D 7	58	C G 6
59	P E 7	60	B E 7
61	P D 8 † D &c.		

is, P C 5 leaps over C 6, where it could be taken by Pd, contrary to the present Rule; which is, that it is in the Option of the Adversary to take it, or suffer it to pass.

49. Pawns thus united in the middle of the Board, with a free Passage, must win, or cost some Pieces to separate them.

52. To avoid A F 8 †.

The End of Book I, Part 2.

BOOK I, PART III.

Containing Games wherein
the *Black* wins, though the
White moves first.

GAME I.

With one Variation.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 E Castles	8 G F 6
9 H E 1	10 E Castles
11 P C 3	12 H E 8
13 P D 4	14 P D 4
15 P E 5	16 G G 4

17. P D 4	18. B D 4
19. G D 4	20. D H 4
21. g f 3	22. D F 2 +
23. E H 1	24. D G 1 +
25. H G 1	26. G F 2 + m

17. If C G 5, See Game II.

18. B is exchanged for a Pawn, to gain a good Situation, like Game II, Book I, Part I.

21. If P H 3, then 22 G F 2

23 D D 7. 24 F D 4 &c.

Variation at the 21st Move.

21. C E 3	22. D H 2 +
23. E F 1	24. D H 1 +
25. E E 2	26. D G 2
27. H G 1	28. G E 3
29. E E 3	33. F D 4 +
31. E D 4	32. D F 2 +

[60]

33 E C 3	34 D E 3 +
35 F D 3	36 D E 5 + and wins.

GAME II.

The same opening to the 17th
Move, with three Variations.

1 P E 4	2 P E 5
3 F C 4	4 F C 5
5 G F 3	6 B C 6
7 E Castles	8 G F 6
9 H E 1	10 E Castles
11 P C 3	12 H E 8
13 P D 4	14 P D 4
15 P E 5	16 G G 4
17 C G 5	18 G F 2
19 c d 8	20 G D 1

19.. If E F 2, See Variation 1st. If
D B 3, See Variation 2d.

21 HD 1 22 PC 3 + F
 23 EF 1 24 PB 2
 25 BD 2 26 PA 1 D
 27 AA 1 28 BD 8 and
 wins.

Variation 1st, at the 19th Move.

19 EF 2 20 PC 3 + F
 21 EF 1 22 PB 2
 23 BC 3 24 PA 1 D
 25 DA 1 26 FE 7 and
 wins.

24. On the Supposition that there may be two Queens at once, as hath been observed.

Variation 2d, at the same 19th Move.

19 DB 3 20 RC 3

21	C	D	8	22	P	B	2
23	B	C	3	24	G	D	F
25	E	F	1	26	P	A	1
27	H	D	1	28	D	D	1
29	B	D	1	30	B	D	8

and
wins.

21. If BC 3, See Variation 3d.

23. If DB 2, then GD 3 + F, and takes D; and afterwards C or F is lost, with the Game.

Variation 3d, at the 21st Move
of the foregoing Variation.

1	P	E	4	2	P	E	5
3	F	C	4	4	F	C	5
7	G	F	3	6	B	C	6
7	E	Castles		8	G	F	6
9	H	E	1	10	E	Castles	
11	P	C	3	12	HE	8	
13	R	D	4	14	P	D	4

15	P E 5	16	G G 4
17	C G 5	18	G F 2
19	D B 3	20	P C 3
21	B C 3	22	G H 3 + +
23	E H 1	24	G F 2 +
25	E G 1	26	G H 3 +
27	E F 1	28	G G 5
29	G G 5	30	D G 5
31	F F 7 +	32	E F 8
33	F E 8	34	D F 4 +
35	E E 2	36	BD 4 + E & D
37	E D 1	38	B B 3 on D
39	P B 3	40	E E 8 and wins.

26. To draw E F 1.

GAME III.
Wherein a Knight and a Bishop
are taken for a Rook.

1 P E 4

2 P E 5

3	F C 4	4	F C 5
5	D H 5	6	D E 7
7	B C 3	8	P C 6
9	G F 3	10	G F 6
11	D E 5	12	F F 2 +
13	E F 1	14	D E 5
15	G E 5	16	F D 4
17	G F 7	18	P D 5
19	G H 8	20	P C 4 and afterwards E F 8, and G must be taken.

13. If E takes F, then G G 4 + E
and D.

G A M E . IV.

With one Variation at the 13th
Move.

1	P E 4	2	P E 5
3	F C 4	4	G F 6

5	B C 3	6	P C 6
7	D F 3	8	P B 5
9	F B 3	10	P B 4
11	B A 4	12	P D 5
13	P d 3	14	PH 6
15	G E 2	16	PD 4
17	GG 3	18	CG 4 and D is lost.

13. PD 5, See Variation.

17. *White* should have played Ph 3, to stop C.

Variation at the 13th Move.

13	P D 5	14	PH 6
15	G E 2	16	DA 5
17	GG 3	18	CG 4
19	D E 3	20	PD 5
21	DD 3	22	CD 7 and G is lost.

17. Here again *White* should move Ph 3.

G A M E.

GAME V.

1	P E 4	2	P E 5
3	F C 4	4	P F 5
5	F G 8	6	H G 8
7	D H 5 +	8	P G 6
9	D H 7	10	H G 7
11	D H 8	12	D G 5
13	D H 3	14	P E 4
15	B C 3	16	D F 5
17	D E 3	18	H F 7
19	G H 3	20	P D 5
21	B D 5	22	B C 6
23	P C 3	24	C E 3
25	P C 4	26	B D 4
27	D C 3	28	D G 4
29	E Castles	30	B E 2 + on E and D.

The End of Book II.

C H E S S

made Easy.

B O O K II.

Gambet Games, wherein the *White* opens at the 2d Move, with P f 4 *.

P A R T I.

Containing Games which open with P f 4 at the 2d Move, and at the 3d with G F 3.

G A M E I.

With three Variations.

1 P E 4

2 P E 5

* Games with this Opening, are, by *Le Calabrois*, called Gambets, the Meaning of which Word is not known.

3	P F 4	4	P F 4
5	G F 3	6	P G 5
7	F C 4	8	P G 4
9.	G E 5	10	D H 4 +
11	E F 1	12	G H 6
13	P D 4	14	P D 6
15	G D 3	16	P F 3
17	P G 3	18	D H 3 +
19	e f 2	20	D G 2 +
21	E E 3	22	G G 8

3. P F 4, at the 2d Move, makes the Game a Gambet, and Pf is thence called the Gambet Pawn.

5. G F 3, hence called the Knight's Gambet; but when at the 3d Move the *White* plays F C 4, then it is the Bishop's Gambet. See Game XII, Book II.

7. If P H 4, See Game III.

8. If F G 7, See Game IX and X.

22. To make room to + with F H 5.

23	GF 4	24	FH 6
25	FF 1	26	DH 8
27	FB 5 †	28	PC 6
29	FC 6 †	30	PC 6
31	DH 1 takes D*.		

24. To prevent GG 2 on D, because † is opened.

* This Game is inserted Move for Move by Mr Philidore, in his late Book. See Variation the 2d of his first Gambet Game.

Variation 1st at the 19th Move.

19	EE 1	20	DH 5
21	GF 4	22	DA 5 †
23	CD 2	24	db 6
25	GD 5	26	DD 4

20. If DG 2 then,

21 GF 2 22 BC 6

23 FF 1 and D is lost.

27	F D 3	28	DC 5
29	C E 3	30	DA 5 †
31	P B 4	32	DA 4
33	F B 5 †	34	DB 5
35	G C 7 †	36	ED 8
37	G B 5 and takes D.		

35. On E and D.

Variation 2d, at the 24th Move
of Variation the 1st.

1	P E 4	2	P E 5
3	P F 4	4	P F 4
5	G F 3	6	P G 5
7	F C 4	8	P G 4
9	G E 5	10	DH 4 †
11	E F 1	12	GH 6
13	P D 4	14	PD 6
15	G D 3	16	P F 3
17	P G 3	18	DH 3 †

19	E E 1	20	DH 5
21	G F 4	22	DA 5
23	CD 2	24	DA 4
25	BA 3	26	p c 6
27	GD 5	28	P B 5
29	P B 3	30	DA 3
31	CB 4	32	DB 2
33	AB 2	34	DA 2
35	AA 1	36	DB 2
37	CC 3	38	DA 1
39	DA 1	40	PD 5
41	FD 5	42	BD 7
43	F A 8 and must win.		

28. If PD₅ on G, then FB₅ on E and D.

Variation 3d, at the 26th Move
of Variation the 2d.

25 BA 3 26 DD 7

27 GD 5 28 FG 7
 29 CH 6 30 FH 6
 31 GF 6 + 32 EF 8
 33 GD 7 + and takes D.

G A M E II.

The Eleven first Moves as before.

1 PE 4	2 PE 5
3 PF 4	4 PF 4
5 GF 3	6 PG 5
7 FC 4	8 PG 4
9 GE 5	10 DH 4 +
11 EF 1	12 GF 6
13 FF 7 +	14 ED 8
15 PD 4	16 GE 4
17 DE 2	18 GG 3 +
19 PG 3	20 DH 1 +
21 EF 2	22 PG 3 +

23. E G 3
 24. D C 1
 25. G C 6 +
 26. B C 6
 27. D E 8 + m

G A M E H I.

Opening with PH₄ at the 7th Move, with one Variation.

1. P E 4	2. E E 5
3. P F 4	4. P F 4
5. G F 3	6. P G 5
7. PH 4	8. P G 4
9. G E 5	10. PH 5
11. F C 4	12. g h 6
13. P D 4	14. F E 7

7. It is not good to move PH₄ before FC 4. See Variation, and also Game XI.

12. If HH₇, White will lose. See Variation.

E

15. CF 4	16. FH 4 +
17. PG 3	18. FG 5
19. HH 5	20. FF 4
21. PF 4	22. PD 6
23. GG 4	24. CG 4
25. DG 4	26. GG 4
27. HH 8 +	28. EE 7
29. HD 8	30. ED 8
31. FF 7	32. BC 6
33. PC 3	34. EE 7
35. FB 3	36. GE 3
37. EF 2	38. GG 4 +
39. EF 3 and wins by Pawns.	

20. Ill played, because by PG 4
White's Pg is joined to the rest.

Variation at the 12th Move.

11. F c 4	12. Hh 7
13. Pd 4	14. Pd 6
15. Gd 3	16. De 7

17	B c 3.	18	G f 6
19	D e 2	20	P f 3
21	P f 3	22	P f 3
23	D f 3	24	C g 4
25	D e 3	26	F h 6
27	G f 4	28	P c 6
29	C d 2	30	F f 4
31	D f 4	32	P d 5
33	F d 3	34	G e 4
35	F e 4	36	P f 5&c.

29. If $P e 5$, Pawn would be lost by $b d 7$.

36. F is lost with the Game, that Pawn becoming $P e$, and well supported.

GAME IV.

With four Variations, opening with $G E 7$ at the 6th Move.

1 P E 4

E 2

2 P E 5

3	P F 4	4	P F 4
5	G F 3	6	GE 7
7	PH 4	8	PH 5
9	F C 4	10	GG 6
11	GG 5	12	GE 5
13	F B 3	14	P F 6
15	GH 3	16	g g 6
17	P D 4	18	GH 4
19	G F 4	20	p g 5
21	HH 4	22	PH 4
23	GG 6	24	HH 7
25	FG 8	26	HG 7
27	DH 5	28	HG 8
29	GE 5 + D	30	EE 7
31	DF 7 +	32	ED 6
33	GC 4 +	34	EC 6
35.	DD 5 + m		

16. If PG 5, See Variation 2d.

Varia-

Variation 1st at the 16th Move.

15	GH 3	16	PG 5
17	PG 5	18	PG 5
19	PD 4	20	GG 6
21	PG 3	22	PG 3
23	GG 5	24	PG 2
25	FF 7 +	26	EE 7
27	HG 1	28	GH 4
29	FH 5	30	FG 7
31	DG 4	32	FD 4
33	DH 4	34	HH 5
35	DH 5	36	FG 1
37	DF 7 +	38	ED 6
39	DD 5 +	40	EE 7
41	DE 5 +	42	EF 8
43	DH 8 +	44	EE 7
45	DG 7 +	46	ED 6
47	GF 7 + and takes D.		

+ - + - E 3 + - + -

Variation 2d, at the 16th Move.

15	GH 3	16	PG 5
17	PG 5	18	PG 5
19	PD 4	20	GF 7
21	PG 3	22	PG 3
23	FF 7 +	24	EF 7
25	GG 5 +	26	cg 6
27	DF 3	28	DF 6
29	DG 3	30	PD 6
31	GE 6 + D	32	EH 7
33	HH 5 +	34	FH 6
35	HH 6 +	36	DH 6
37	CH 6 and takes D.		

26. If EE 8, See Variation 3d.

32. If EF 7, then

33 HF 1 on D.

Variation 3d, at the 26th Move
of Variation the 2d.

1	PE 4	2	PE 5
3	PF 4	4	PF 4

5	GF 3	6	GE 7
7	PH 4	8	PH 5
9	FC 4	10	GG 6
11	GG 5	12	GE 5
13	FB 3	14	PF 6
15	GH 3	16	PG 5
17	PG 5	18	PG 5
19	PD 4	20	GF 7
21	PG 3	22	PG 3
23	FF 7 †	24	EF 7
25	GG 5 †	26	EE 8
27	HH 5	28	h h 5
29	DH 5 †	30	EE 7
31	DF 7 †	32	ED 6
33	DD 5 †	34	EE 7
35	DE 5 † m		

28. If HG 8, See Variation the
4th.

Variation 4th, at the 28th Move
of Variation the 3d.

27	HH 5	28	HG 8
29	HH 7	30	DF 6
31	DH 5 †	32	DG 6
33	CF 4	34	DH 5
35	HH 5	36	EE 7
37	BD 2	38	BC 6
39	PC 3	40	PD 6
41	GH 3	42	CG 4
43	HH 7	44	CH 3
45	HH 3	46	PG 2
47	EF 2	48	ED 7
49	AG 1	50	AF 8
51	HF 3	52	FH 4 †
53	EE 2	54	ED 8
55	CE 3	56	AF 3
57	BF 3	58	FF 6

59 E F 2 60 HE 8
 61 B D 2 62 HG 8
 63 HG 2 64 HG 2
 65 EG 2 and wins by Pawns.

G A M E V,

Opening with FF 7 at the 9th
 Move.

1 P E 4	2 P E 5
3 P F 4	4 P F 4
5 G F 3	6 P G 5
7 F C 4	8 P G 4
9 F F 7 †	10 E F 7
11 G E 5 †	12 E E 6
13 D G 4 †	14 E E 5
15 D F 5 †	16 E D 6
17 P D 4	18 F G 7
19 C F 4 †	20 E E 7
21 C G 5 †	22 F F 6
	E 5

23	P E 5	24	F G 5
25	D G 5 +	26	E E 8
27	D H 5 +	28	E E 7
29	E Castles	30	D E 8
31	D G 5 +	32	E E 6
33	H F 6 +	34	G F 6
35	D F 6 +	36	E D 5
37	B C 3 +	38	E D 4
39	D F 4 +	40	E C 5
41	P B 4 +	42	E C 6
43	D C 4 +	44	E B 6
45	B A 4 + m		

G A M E VI.

Opening with PH6 at the 6th
Move.

1	P E 4	2	P E 5
3	P F 4	4	P F 4
5	G F 3	6	P H 6

7	F C 4	8	P G 5
9	P H 4	10	P G 4
11	G E 5	12	H H 7
13	P D 4	14	P D 6
15	G D 3	16	P F 3
17	P G 3	18	D E 7
19	G F 4	20	D E 4 +
21	E F 2	22	D C 6
23	D D 3	24	H G 7
25	F B 5	and D is taken.	

G A M E VII.

The same opening with one Variation.

1	P E 4	2	P E 5
3	P F 5	4	P F 4
5	G F 3	6	P H 6
7	F C 4	8	P G 5
9	P H 4	10	P F 6

11 GG 5	12 F's PG 5
13 DH 5 +	14 EE 7
15 DF 7 +	16 ED 6
17 DD 5 +	18 EE 7
19 DE 5 + m	

12, If *Black* had played Ph into G 5, he must have won.

Variation at the 12th Move.

11 GG 5	12 DE 7
13 DH 5 +	14 ED 8
15 GF 7 +	16 EE 8
17 GH 8 + D	18 ED 8
19 GF 7 +	20 EE 8
21 GH 6 + D	22 ED 8
23 GG 8 and must win.	

GAME

GAME VIII.
Opening with PF 6 at the 8th
Move.

1 P E 4	2 P E 5
3 P F 4	4 P F 4
5 G F 3	6 P G 5
7 F C 4	8 P F 6
9 G G 5	10 P G 5
11 D H 5 +	12 E E 7
13 D G 5 +	14 E E 8
15 D H 5 +	16 E E 7
17 D E 5 + m	

10. *Black* should not take G, but play either P H 5 or P D 5.

GAME IX.
Opening with F G 7 at the 8th
Move, with three Variations.

1 P E 4	2 P E 5
---------	---------

3	P F 4	4	P F 4
5	G F 3	6	P G 5
7	F C 4	8	F G 7
9	P H 4	10	P G 4
11	G G 5	12	G H 6
13	P D 4	14	p d 6
15	C F 4	16	D E 7
17	E Castles	18	P F 6
19	P G 3	20	P G 5
21	C G 5	22	D D 7
23	D D 2	24	G G 8
25	F F 7 †	26	D F 7
27	H F 7	28	E F 7
29	B C 3	30	G E 7
31	A F 1 †	32	E E 8
33	C E 7	34	E E 7

9. If P D 4, See Game X.

26. If E F 8, then

27 F E 6 † H, and takes D.

35	D G 5 +	36	E E 6
37	P D 5 +	38	E D 7
39	A F 7 +	40	E E 8
41	D E 7 + m		

36. If E E 8, then D G 7 &c.

Variation 1st, at the 10th Move.

9	P h 4	10	P h 6
11	P d 4	12	P c 6
13	P e 5	14	P b 5
15	F b 3	16	P a 5
17	P a 4	18	P b 4
19	B d 2	20	C a 6
21	B e 4	22	D b 6
23	B d 6 + and must win.		

Variation 2d, at the same 10th
Move.

9 P h 4 10 P h 6

11 P d 4	12 P d 6
13 P c 3	14 C g 4
15 D b 3	16 C h 5
17 P g 5	18 P g 5
19 H h 5	20 H h 5
21 F f 7 ♦ and must win.	

Variation 3d, at the same 10th
Move.

9 P h 4	10 P h 6
11 P d 4	12 P d 6
13 P c 3	14 C e 6
15 F e 6	16 P e 6
17 D b 3	18 D c 8
19 P g 5	20 P g 5
21 H h 8	22 F h 8
23 G g 5	24 E e 7
25 C f 4	26 B c 6
27 B d 2	28 P a 5
29 E Castles	30 P b 5

31. A h 1. 32. G f 6.
 33. A h 8. 34. D h 8
 35. D e 6 + 36. E d 8
 37. G f 7 + m.

Variation 4th, at the 14th Move.

13. P d 4 14. P f 6
 15. C f 4 16. P d 6
 17. P c 3 18. P g 5
 19. P g 5 20. G g 8
 21. D b 3 22. D e 7
 23. B d 2 24. D f 8
 25. E Castles 26. D f 4
 27. F g 8 takes G and wins.

25. On D's Side.

GAME X.

The same opening with one Variation.

1. P E 4 2. P E 5.

3	PF ₄	4	PF ₄
5	GF ₃	6	PG ₅
7	FC ₄	8	FG ₇
9	PD ₄	10	PD ₆
11	BC ₃	12	PC ₆
13	PH ₄	14	PH ₆
15	PG ₅	16	PG ₅
17	HH ₈	18	FH ₈
19	GE ₅	20	PE ₅
21	DH ₅	22	DF ₆
23	PE ₅	24	DG ₇
25	PE ₆	26	GF ₆
27	PF ₇ †	28	e e ₇
29	DE ₂	30	CE ₆
31	FE ₆	32	EE ₆
33	DC ₄ †	34	EE ₇

28. If EF₈, then

29 CF₄ 30 GH₅

31 CD₃ † m

If ED₈, See Variation.

[91]

35 D B 4 + 36 E F 7
 37 D B 7 + 38 B G 7
 39 D A 8 takes A.

Variation at the 28th Move.

27 P F 7 +	28 E D 8
29 D G 5	30 D G 5
31 P F 8 D +	32 E D 7
33 D H 8	34 D G 2
35 D F 6	36 P F 3
37 D F 7 +	38 E D 6
39 C F 4 +	40 E C 5
41 B A 5 +	42 E B 4
43 C D 2 +	44 E A 4
45 P B 3 +	46 E A 3
47 D E 7 +	48 E B 2

42. If E D 4, then

43 P C 3 + 44 E E 4
 45 B C 5 + m.

49 D E 5 + 50 E A 3
 51 C C 1 + 52 E B 4
 53 P C 3 + m

50. If E C 2, then
 51 A C 1 + m.

GAME XI.

The same opening to the 8th
 Move.

1 P E 4	2 P E 5
3 P F 4	4 P F 4
5 G F 3	6 P G 5
7 F C 4	8 F G 7

7. If *White* had played P H 4 before
 F C 4; *Black*, by losing the Gambet
 Pawn, would have gained the Attack,
 and also the Game. *See Variation of
 Game III.*

9	P H 4	10	P H 6
11	P D 4	12	P D 6
13	P C 3	14	P C 6
15	D E 2	16	C E 6
17	F E 6	18	P E 6
19	P E 5	20	P E 5
21	P E 5	22	B D 7
23	P G 3	24	P G 4
25	P F 4	26	P F 3
27	D F 3	28	D E 7

9. To hinder G from advancing.

10. If P g 4, See Game IX.

12. If P C 6, then *White* P E 5 to take P d, See Variation 1st of Game IX.

14. If C G 4, or C E 6, *Black* will lose; See Variation 2d and 3d of Game IX.

25. In the Gambet Attack, if, before castling, P g is played upon G F 3, let G be taken, unless it may be moved into e 5 or g 5, to be upon P f 7.

29	B D 2	30	E Castles
31	P B 4	32	P H 5
33	B E 4	34	B B 6
35	C E 3	36	G H 6
37	C C 5	38	D C 7
39	P A 4	40	F F 8
41	P A 5	42	F C 5
43	P C 5	44	B D 7
45	B D 6 +	46	E B 8
47	A B 1	48	B C 5
49	B B 7	50	B B 7
51	P A 6	52	E A 8
53	A B 7	54	D C 8
55	H H 2	56	A D 7
57	H B 2	58	H H 6
59	D C 6	60	D C 6
61	A B 8 + m		

31. To hinder B.

GAME

GAME XII.

Opening with FC₄ at the 5th Move*, with two Variations.

1 P E 4	2 P E 5
3 P F 4	4 P F 4
5 F C 4	6 D H 4 †
7 E F 1	8 F C 5
9 P D 4	10 F B 6
11 G F 3	12 d g 4
13 F F 7 †	14 E F 8
15 P H 3	16 D G 3

* Hence called the Bishop's Gambet.

8. If P D 6, See Game XIII.

12. If D H 6, See Variation the 1st;
If D F 6, See Variation the 2d; if D E 7,
See Game XII.

14. If E F 7, then

15 G E 5 † E and D.

17 B C 3 18 E F 7
 19 B E 2 20 D G 6
 21 G E 5 + E and D.

Variation 1st at the 12th Move.

11 G F 3 12 D H 6
 13 P G 3 14 D H 3 +
 15 E F 2 16 P G 3 +
 17 P G 3 18 D G 4 .
 19 E F 7 + 20 E F 8 .
 21 H H 4 and D is lost.

13. If G E 5, then

14 P D 5
 15 F D 5 16 C E 6
 17 F B 7 and will take H.

Variation 2d, at the same 12th Move.

11 G F 3 12 D F 6

13. P E 5	14. D F 5
15. F D 3	16. D G 4
17. P H 3	18. D G 3
19. C D 2	20. B C 6
21. C E 1 and D is lost.	

GAME XII.

The same opening to the 12th
Move with one Variation.

1. P E 4	2. P E 5
3. P F 4	4. P F 4
5. F C 4	6. D H 4 †
7. E F 1	8. F C 5
9. P D 4	10. F B 6
11. G F 3	12. D E 7
13. C F 4	14. D E 4
15. F F 7 †	16. E F 8

16. If E F 7 to take F, then G G 5
† E and D.

F

17	C G 3	18	G H 6
19	B C 3	20	D E 7
21	F B 3	22	P C 6
23	D D 6	24	P D 5
25	A E 1	26	d f 7
27	C D 6 +	28	E G 8
29	A E 7	30	D F 6
31	B D 5	32	P D 5
33	F D 5 +	34	E F 8
35	A F 7 + +	36	E E 8
37	A F 6	38	P F 6
39	D E 3 +	40	E D 8
41	D E 7 + m		

26. If D E 6, See Variation.

32. If D D 6, then

33. B F 6 + + 34. E F 8

35. A E 8 + m.

34. If G F 7 to cover +

35. A E 8 + m.

Vari.

Variation at the 26th Move.

25	A E 1	26	D F 6
27	C H 4	28	D G 6
29	C E 7 †	30	E G 8
31	D G 6	32	P G 6
33	B D 5	34	P D 5
35	F D 5 †	36	G F 7
37	G G 5	38	H H 5
39	F F 7 †	40	E H 8
41	F G 6	42	H H 4
43	G F 7 †	44	E G 8
45	C H 4	and takes H.	

36. If E H 7, then
37 G G 5 † m.

G A M E XIII.

With the same Opening to the
F 2 8th

8th Move, with two Variations.

1	P E 4	2	P E 5
3	P F 4	4	P F 4
5	F C 4	6	DH 4 †
7	E F 1	8	P D 6
9	G F 3	10	CG 4
11	P D 4	12	DH 6
13	P G 3	14	DH 3 †
15	E F 2	16	P G 3 †
17	P G 3	18	C F 3
19	F F 7 †	20	ED 8
21	D F 3	22	DD 7
23	HH 7	24	HH 7 †
25	F G 8	26	HH 2 †

12. If DF 6, See Game XIV.

14. If PG 5, See Game XV.

20. If EF 7, then DF 3 †, and Black's D will be taken by H.

27	E G 1	28	h c 2
29	D F 8 +	30	DE 8
31	C G 5 +	32	ED 7
33	F E 6 +	34	DE 6
35	DD 8 +	36	EC 6
37	P D 5 +	38	DD 5
39	P D 5 +	40	ED 5
41	B C 3 +	42	EE 5
43	D E 8 +	44	ED 4
45	D E 4 +	46	EC 5
47	C E 3 + m		

28. If HH8, See Variation the 1st;
or if DH3, See Variation the 2d.

Variation 1st, at the 28th Move.

27	E G 1	28	HH8
29	D F 8 +	30	DE 8
31	C G 5 +	32	ED 7
33	D G 7 +	34	EC 6

35	DH 8	36	BD 7
37	FD 5 +	38	EB 6
39	DE 8	40	AE 8
41	BD 2 and must win.		

Variation 2d, at the same 28th Move.

27	EG 1	28	DH 3
29	DF 8 +	30	ED 7
31	DF 7 +	32	EC 6
33	DC 4 +	34	ED 7
35	FE 6 +	36	DE 6
37	DE 6 +	38	EE 6
39	EH 2 and must win.		

GAME XIV.

The same opening to the 12th Move, with one Variation.

1 P E 4. 2 P E 5

[103]

3 P F 4	4 P F 4
5 F C 4	6 D H 4 ♠
7 E F 1	8 P D 6
9 G F 3	10 C G 4
11 P D 4	12 D F 6
13 P E 5	14 d h 6
15 P G 3	16 D H 3 ♠
17 E F 2	18 P G 3 ♠
19 P G 3	20 C F 3
21 D F 3	22 D D 7
23 D B 7	24 D C 6
25 F B 5 and D is lost.	

Variation at the 14th Move.

13 P E 5	14 P E 5
15 P E 5	16 D E 5

16. If C F 3, then

17 D F 3 18 D E 5

19 D B 7, and takes A.

E 4.

17 G E 5	18 C D 1
19 G F 7	20 G H 6
21 G H 8	22 P G 6
23 C F 4	24 F G 7
25 P C 3	26 G F 5
27 G F 7 and must win.	

22. P G 5 would be better.

GAME XV.

With three Variations.

1 P E 4	2 P E 5
3 P F 4	4 P F 4
5 F C 4	6 D H 4 †
7 E F 1	8 P D 6
9 G F 3	10 C G 4
11 P D 4	12 D H 6
13 P G 3	14 P G 5
15 P H 4	16 P F 6

17	P E 5	18	D's PE 5
19	P E 5	20	P E 5
21	DD 5	22	C F 3
23	D F 3	24	P C 6
25	P G 5	26	D G 5
27	P F 4	28	P F 4
29	C F 4	30	D F 6
31	B C 3	32	f h 6
33	A E 1 †	34	E D 8
35	H H 6 †	36	G H 6
37	C C 7 †	38	E C 7
39	DF 6 and takes D.		

32. If FD 6, See Variation 1st.

34. If EF 8, then

35 CH 6 † 36 GH 6.

37 DF 6 † m.

But if ED 7, then

35 DD 3 † 36 EC 8.

37 AE 8 † m.

Variation 1st at the 32d Move.

31	B C 3	32	F D 6
33	A E 1 ♦	34	f e 7
35	B E 4	36	D B 2
37	B D 6 ♦	38	E D 7
39	D G 4 ♦	40	E C 7
41	B C 8 ♦ C	42	E D 8
43	A D 1 ♦	44	E E 8
45	D H 5 ♦	46	E F 8
47	D F 7 ♦ m		

34. If G E 7, See Variation 2d.

38. If E F 8, then

39 C H 6 ♦ ♦ m.

40. If E D 8, then

41 D C 8 ♦ m.

Variation 2d, at the 34th Move
of Variation the 1st.

1 P E 4

2 P E 5

3	P F 4	4	P F 4
5	F C 4	6	D H 4 +
7	E F 1	8	P D 6
9	G F 3	10	C G 4
11	P D 4	12	D H 6
13	P G 3	14	P G 5
15	P H 4	16	P F 6
17	P E 5	18	D's P E 5
19	P E 5	20	P E 5
21	D D 5	22	C F 3
23	D F 3	24	P C 6
25	P G 5	26	D G 5
27	P F 4	28	P F 4
29	C F 4	30	D F 6
31	B C 3	32	F D 6
33	A E 1 +	34	G E 7
35	B E 4	36	D F 4

34. If E D 8, then

35 A D 1, and takes F.

37	B D 6 +	38	DD 6
39	HH 6	40	d h 6
41	D F 7 +	42	ED 8
43	D E 7	44	EC 8
45	F E 6	46	BD 7
47	D D 7 +	48	EB 8
49	DD 6 + m		

Variation 3d, at the 40th Move
of Variation the 2d.

39	HH 6	40	DD 7
41	DH 5	42	ED 8
43	AD 1	44	GD 5
45	FD 5	46	HF 8 +
47	EG 1	48	DG 7 +
49	FG 2 + H	50	EC 8
51	DH 3 +	52	BD 7
53	HH 7	54	DB 2
55	DD 7 +	56	EB 8
57	DC 7 + m		

G A M E XVI.

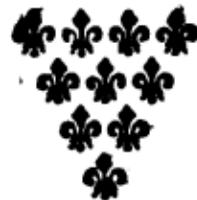
With one Variation at the 6th
Move.

1 P E 4	2 P E 5
3 P F 4	4 P F 4
5 F C 4	6 g e 7
7 D F 3	8 G G 6
9 P D 4	10 D H 4 +
11 P G 3	12 P G 3
13 F F 7 +	14 E D 8
15 P G 3	16 D F 6
17 D F 6	18 P F 6
19 F G 6 takes G and wins.	

Variation at the 6th Move.

5 F C 4	6 F E 7
7 P D 4	8 F H 4 +
9 E F 1	10 P G 5

11 PG 3	12 PG 3
13 PG 3	14 FG 3
15 DH 5	16 DF 6 +
17 GF 3	18 PD 6
19 CG 5	20 DG 6
21 DG 6	22 F's PG 6
23 FG 8	24 HG 8
25 EG 2 and F is loft.	



The End of Book II. Part 1.

BOOK II. PART II.

Shewing how to play when
the Gambet Pawn is not taken.

GAME I.

Opening with PD5 at the 4th
Move, with four Variations,

1 P E 4	2 P E 5
3 P F 4	4 p. d 5
5 P D 5	6 d d 5
7 b c 3	8 D E 6

4. If PD6, See Variation 1st; if
P C5, See Game II; if G F 6, See
Game VII.

6. If P F 4, See Variation 2d.

7. If P E 5, See Variation 3d.

9 G F 3	10 P F 4 + D
11 E F 2	12 F C 5
13 P D 4	14 F D 6
15 F B 5 +	16 E F 8
17 H E 1	18 D F 5
19 H E 8 + m	

16. If P C 6, then

17 H E 1, and D is lost.

Variation 1st at the 4th Move;

1 P e 4	2 P e 5
3 P f 4	4 P d 6
5 G f 3	6 C g 4
7 F c 4	8 B c 6

8. *N. B.* Irregular Moves are allowable in a Defence.

B. c 6 to defend P. e, and attack f; else *White* plays p e 5, and will gain a Pawn. If *Black* had played p f 4, and *White* p d 4, it would have been a perfect Gambet.

9	P c 3	10	C f 3
11	D f 3	12	G f 6
13	P d 3	14	B a 5
15	F b 5 +	16	P c 6
17	F h 4	18	P b 5
19	F c 2	20	F e 7
21	P d 4	22	P d 4
23	P d 4	24	E Castles
25	C e 3	26	B c 4
27	B d 2	28	B b 2

10. If not, then *White* had played
d b 3:

19. *White's* three last Moves seem contrary to Rule; but in pushing F, *Black* has prevented his own castling on D's Side; and if he castles on the other, *White's* f stands well, and his Pawns will be in the middle.

27. N. B. *White* pursues the attack, leaving P b in Prize, as of little Use as

29	P g 4	30	B c 4
31	B c 4	32	P c 4
33	P g 5	34	G d 7
35	P h 4	36	D a 5 †
37	E d 1	38	D a 3
39	A c 1	40	D a 2
41	D h 5	42	A b 8
43	P e 5	44	P g 6
45	D e 2	46	A b 2
47	P h 5	48	P c 4
49	P g 6	50	F's P g 6

as well as P a, when separated from pd and pe.

29. In order to dislodge G. If *White* had played p e 5, then *Black* had played g d 5, which would obstruct.

41. To force p g 6, that *White* may advance p h to make an opening on e.

50. If h's p g 6, then d h 2 must win.

51 H h 7 52 E h 7
 53 D h 5 † 54 E b 7
 55 D g 6 † 56 E h 8
 57 D h 7 † m

52. If h f 7, then

53 h h 1 54 g f 8
 55 d h 2, and must win.

Variation 2d, at the 6th Move.

1 P e 4	2 P e 5
3 P f 4	4 P d 5
5 P d 5	6 P f 4
7 G f 3	8 D d 5
9 P d 4	10 D e 4 †
11 E f 2	12 F e 7
13 F d 3	14 D c 6

12. Had d stood before e uncovered, *White* would have played f b 4 †, and then h e 1 on d.

15	C f 4	-	16	C e 6	17
17	D e 2	-	18	D d 7	19
19	P c 4	-	20	P c 6	21
21	B c 6	-	22	G f 6	23
23	P h 3	-	24	E Castles	25
25	P g 4	-	26	F d 6	27
27	G e 5	-	28	E e 5	29
29	P e 5	-	30	G e 8	31
31	A d 1	-	32	D e 7	33
33	P g 5	-	34	B d 7	35
35	D h 5	-	36	P g 6	37
37	D h 6	-	38	D c 5	39
39	E g 3	-	40	B e 5	41
41	G e 4	-	42	D d 4	

29. F is taken with the Pawn to force back G.

35. To force p g 6, as before.

40. *Black* loses by this Move. F f 4 +, or any other, would have been better.

43 G f 6 + 44 G f 6
 45 P f 6 46 B d 3
 47 D g 7 + m

Variation 3d, at the 7th Move.

1 P e 4	2 P e 5
3 P f 4	4 P d 5
5 P d 5	6 D d 5
7 P e 5	8 D e 5 +
9 F e 2	10 F d 6
11 G f 3	12 D e 7
13 P d 4	14 C e 6
15 E Castles	16 B D 7
17 P c 4	18 P c 6
19 B e 3	20 G F 6

9. Though the Games seem equal, *White* has the best of it, as having four Pawns together with the p d, and so can better hinder *Black's* Pieces from coming into the middle.

21	F d 3	22	E castle on D's
23	H e 1	24	D f 8 Side.
25	D a 4	26	E b 8
27	C e 3	28	P c 4
29	P d 5	30	C g 4
31	P b 4	32	C f 3
33	P f 3	34	A f 8
35	B b 5	36	P a 6
37	B d 6	38	D b 6
39	A b 1	40	B e 5
41	F e 2	42	G d 7
43	D a 5	44	D g 6 †
45	E h 1	46	D d 6
47	P c 5	48	G c 5
49	A b 6	50	D f 8

22. If on c's Side, See Variation
the 4th.

24. To avoid the Loss of a Piece,
by White's playing pd 5 on f.

28. If b b 6, then d b 3, and after-
wards advance Pa on b.

[Fig.]

51. H b 1	52. B d 7
53. A a 6	54. G a 6
55. D a 6	56. A c 7
57. P d 6	58. D d 8
59. C f 4	60. B c 5
61. P c 7 +	62. D c 7
63. F c 7 +	64. E c 7
65. D h 5 +	66. E c 6
67. A b 6 +	68. E d 7
69. D c 5 and wins.	

Variation 4th, at the 22d Move
of Variation the 3d.

21. F d 3	22. E castles on E's
23. C g 5	24. P h 6 Side.

23. If *Black* had not castled on the Left, *White* would lose a Move by c g 5, or be forced to change F for G, which would be replaced by B; where-
20

25	G h 4	26	D d 8
27	B e 4	28	F e 7
29	D e 2	30	D c 7
31	B f 6 +	32	B f 6
33	F f 6	34	F f 6
35	D e 4	36	P g 6
37	G e 5	38	F e 5
39	P e 5	40	A d 8

as now *Black* is induced to move the Pawns that cover E, and so make *White's* Attack the more easy.

26. If d had not been moved to play f e 7, *White's* b e 4 would have greatly broke *Black's* Game.

30. If g e 4, then *White's* d e 4 to cause *Black* to play p g 6 to prevent + m by d h 7.

38. Had not *Black* taken b, *White's* b g 6 must have won.

40. If c f 5 on d, then h f 5 would make an Opening on e, and win.

41 H f 6 42 D d 7
 43 Hg 6 + 44 Pg 6
 45 Dg 6 + 46 Eh 8
 47 D h 6 + perpetual Check.

42. Else *White's* h 6 on c must win.

46. This makes it a drawn Game, by a perpetual Check; but if *Black* had covered with d g 7, then *White* had played d e 6 on C and +, and the Game might have been played out.

G A M E II.

Opening with FC 5 at the 4th Move.

1 P E 4	2 P E 5
3 P F 4	4 F C 5
5 G F 3	6 P D 6
7 P C 3	8 D E 7

G

9	P D 4	10	P D 4
11	P D 4	12	D E 4
13	E F 2	14	F B 4
15	P A 3	16	F A 5
17	P B 4	18	F B 6
19	F B 5	20	E F 8
21	HE 1	22	D F 5
23	HE 8 + m		

20. If PC 6, then

21 HE 1 on D.

G A M E . III.

With the same Opening.

1	P E 4	2	P E 5
3	P F 4	4	F C 5
5	F C 4	6	D E 7
7	D E 2	8	F G 8
9	H G 8	10	P F 4

11	P D 4	12	DH 4 †
13	P G 3	14	P G 3
15	HG 3	16	G F 6
17	B C 3	18	GH 5
19	F F 7 †	20	E F 7
21	CG 5	22	GG 3
23	D F 3 †	24	E G 6
25	CH 4	26	GH 5
27	D F 5 †	28	EH 6
29	DG 5 † m		

G A M E . IV.

With the same Opening to the
8th Move.

1	P E 4	2	P E 5
3	P F 4	4	F C 5
5	F C 4	6	DE 7
7	DE 2	8	P F 4
9	G F 3	10	P G 5

G 2

11	PH	4	12	PF	6
13	PG	5	14	PG	5
15	BC	3	16	PC	6
17	PD	4	18	PG	5
19	GH	4	20	FD	4
21	GF	5	22	FC	3 +
23	PC	3	24	DF	6
25	CF	4	26	DC	3 +
27	EF	2	28	PB	5
29	FB	3	30	PA	5
31	GD	6 +	32	ED	8
33	DG	4	34	GE	7
35	GF	7 +	36	EE	8
37	DH	5	38	DD	4 +
39	EF	3	40	DC	3 +
41	EF	2	42	HG	8
43	GD	6 + +	44	ED	8
45	DE	8 +	46	HE	8
47	GF	7 + m			

GAME

G A M E V.

The same Opening to the 11th Move, with one Variation.

1 P E 4	2 P E 5
3 P F 4	4 F C 5
5 F C 4	6 D E 7
7 D E 2	8 P F 4
9 G F 3	10 P G 5
11 P D 4	12 F B 4 †
13 P C 3	14 F A 5
15 P H 4	16 p f 6
17 P G 5	18 P G 5
19 P G 3	20 P G 4
21 G E 5	22 P F 3
23 D E 3	24 G F 6
25 G G 6	26 D G 7
27 G H 8	28 D H 8
29 P E 5	30 G G 8

G 3

31	D G 5	32	G E 7
33	D H 5 +	34	ED 8
35	D H 7 +	36	D H 7
37	HH 7	38	P D 6
39	P E 6	40	P D 5
41	HH 8 +	42	G G 8
43	C G 5 +	44	E E 8
45	H G 8 + m		

Variation at the 16th Move.

15	P H 4	16	P G 4
17	G G 5	18	G H 6
19	C F 4	20	P F 6
21	E castles	22	P G 5
23	C G 5	24	D G 7
25	D D 2	26	G G 8
27	H F 7	28	D G 6
29	D F 4	30	P D 6
31	H F 8 +	32	E D 7

33	F F 7	34	D G 7
35	F E 8 +	36	E E 6
37	P D 5 + m		

G A M E VI.

The same opening to the 10th Move, with one Variation.

1	P E 4	2	P E 5
3	P F 4	4	F C 5
5	F C 4	6	D E 7
7	D E 2	8	P F 4
9	G F 3	10	G F 6
11	P D 4	12	F B 4 +
13	P C 3	14	F A 5
15	P E 5	16	G H 5
17	E castles	18	E castles
19	G E 1	20	D H 4
21	G D 3	22	P G 5
23	B D 2	24	P C 6

G 4

25	B E 4	26	p b 5
27	F B 3	28	F C 7
29	DH 5	30	DH 5
31	F B 6 +	32	EG 7
33	B H 5 +	takes D and wins.	

26. If EH8, then

27 BD6 28 BA6

29 BF5 and D is lost.

But if GG7, See Variation.

Variation at the 26th Move.

25	B E 4	26	GG 7
27	G F 4	28	P F 4
29	H F 4	30	DE 7
31	B F 6	32	EH 8
33	D E 4	34	DF 6
35	P F 6	takes D and wins.	

34. Else DH7 + m.

GAME

G A M E VII.

Opening with GF6 at the 4th
Move.

1 P E 4	2 P E 5
3 P F 4	4 G F 6
5 F C 4	6 G E 4
7 G F 3	8 P F 4
9 E castles	10 F C 5 †
11 P D 4	12 F B 6
13 H E 1	14 P F 5
15 B C 3	16 D E 7
17 F D 5	18 P C 6
19 F E 4	20 D F 6
21 F F 5 † H	22 E D 8
23 B E 4	24 D H 6
25 P G 3	26 B A 6
27 B D 6	28 D D 6
29 G E 5	30 D F 6

G 5

31	DH 5 +	32	P G 6
33	FG 6	34	P G 6
35	DH 8 +	36	DH 8
37	G F 7 +	38	E C 7
39	C F 4 +	40	P D 6
41	C D 6 +	42	ED 7
43	HE 7 + m		

G A M E VIII.

The same opening with one Variation.

1	P E 4	2	P E 5
3	P F 4	4	G F 6
5	B C 3	9	P F 4
7	P D 4	8	F B 4
9	F D 3	10	D E 7
11	D E 2	12	B C 6
13	P E 5	14	b d 4

14. If G d 5, See Variation.

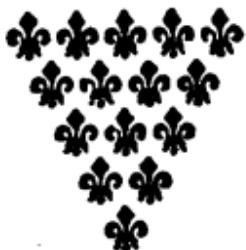
15 P F 6	16 B E 2
17 P E 7	18 B C 3
19 P A 3	20 F A 5
21 C D 2 and wins.	

Variation at the 14th Move.

13 P E 5	14 G D 5
15 C D 2	16 B D 4
17 B D 5	18 D H 4 †
19 P G 3	20 P G 3
21 D G 2	22 P H 2 † D
23 E F 1	24 P G 1 D †
25 D G 8	26 D D 8
27 D G 7	28 H F 8
29 B F 6 †	30 E E 7
31 C B 4	32 P D 6

24. It must be remembered, that the Pawns are always made Queens by *Le Calabrois.*

33	P D 6	+	34	P D 6
35	B D 5	+	36	E E 8
37	DD 4		38	C E 6
39	F B 5	+	40	C D 7
41	DE 4	+	42	D E 7
43	DE 7	+	m	



The End of Book II. Part II.

BOOK II. PART III.

**The Gambet's Defence, the
Black winning tho' the *White*
moves first.**

GAME I.

With two Variations.

1 P E 4	2 P E 5
3 P F 4	4 P F 4
5 G F 3	6 P G 5
7 F C 4	8 P G 4
9 G E 5	10 D H 4 +
11 E F 1	12 G F 6

12. Instead of G H 6, See Game I,
Book II, to which this is a Defense.

13	g	f	7	14	P	D	5
15	F	D	5	16	G	D	5
17	G	H	8	18	G	F	6
19	P	E	5	20	G	E	4
21	D	E	2	22	G	G	3
23	P	G	3	24	D	H	1
25	E	F	2	26	F	C	5
27	P	D	4	28	F	D	4
29	C	E	3	30	F	E	3

19. *Black* moved. *White* should move *BC* 3 to guard *Pe*, and stop *G*.

Variation 1st at the 13th Move.

1	P	E	4	2	P	E	5
3	P	F	4	4	P	F	4
5	G	F	3	6	P	G	5
7	F	C	4	8	P	G	4
9	G	E	5	10	D	H	4

11	E F 1	12	G F 6
13	F F 7 +	14	E D 8
15	F B 3	16	G H 5
17	G F 7 +	18	E E 8
19	G H 8	20	G G 3 +
21	p g 3	22	D H 1 +
23	E E 2	24	P F 3 +
25	P F 3	26	P F 3 +
27	E F 2	28	DD 8 on D.

Variation 2d, at the 21st Move
of the foregoing.

21	E G 1	22	F C 5 +
23	P D 4	24	F D 4 +
25	DD 4	26	G E 2 on D and E.

G A M E

G A M E II.

The same opening to the 10th
Move with one Variation.

1	P E 4	2	P E 5
3	P F 4	4	P F 4
5	G F 3	6	P G 5
7	F C 4	8	P G 4
9	G E 5	10	G H 6
11	G G 4	12	d h 4 +
13	G F 2	14	P D 5
15	P D 5	16	P F 3
17	F B 5 +	18	P C 6
19	P C 6	20	D E 7 +
21	E F 1	22	P G 2 +
23	E G 2	24	D G 5 +

15. If F D 5, then C G 4 takes D.

25 E F 1	26 D B 5 +
27 P D 3	28 BC6 and wins.

Variation at the 12th Move.

11 GG 4	12 GG 4
13 DG 4	14 PD 5
15 DF 4	16 PC 4
17 DE 5 +	18 CF 6
19 DH 8	20 DH 4 +
21 EF 1	22 DF 4 +
23 EG 1	24 DE 4
25 PH 3	26 CD 5
27 DG 8	28 PF 5
29 DG 3	30 PF 4
31 DF 3	32 DE 1 +
33 DF 1	34 FC 5 +
35 EH 2	36 DG 3 + m

GAME

GAME III.
Opening with PF 5 at the 4th
Move.

1	P E 4	2	P E 5
3	P F 4	4	P F 5
5	P F 5	6	DH 4 +
7	P G 3	8	DE 7
9	DH 5 +	10	ED 8
11	P E 5	12	DE 5 +
13	F E 2	14	G F 6
15	D F 3	16	P D 5
17	P G 4	18	PH 5
19	P H 3	20	P G 4
21	P G 4	22	HH 1
23	DH 1	24	D G 3 +
25	E D 1	26	G G 4
27	DD 5 +	28	C D 7
29	G F 3	30	G F 2 +

31 EE 1	32 GD ₃ ††
33 ED 1	34 DE 1 †
35 GE 1	36 GF ₂ †m

36. See Game IV, Book II.

GAME IV.

The same Opening with one Variation.

1 P E 4	2 P E 5
3 GF 3	4 PF 5
5 GE 5	6 DE 7
7 DH 5 †	8 PG 6
9 GG 6	10 DE 4 †
11 ED 1	12 GF 6
13 DH 3	14 PG 6
15 DH 8	16 GG 4
17 PD 3	18 GF 2 †

11. If FE₂, See Game V.

17. If DH₄, then GE₃† and D is lost.

19	ED 2	20	DG 4
21	f e 2	22	DF 4 +
23	EE 8	24	DC 1 +
25	EH 2	26	DH 1 + on H.

23. If EC 3, then DB 4 + m.

Variation at the 21st Move.

21	DE 5 +	22	EF 7
23	DD 5 +	24	EG 7
25	DE 5 +	26	EH 7
27	HG 1	28	DD 1 +
29	EE 3	30	GG 4 + E and D.

21. If HG 1, then 22 DD 1 +

23 EE 3 24 GG 4 +
25 ED 4 26 DC 1 and
 wins.

29. If EC 3, then Fg7 on D.

G A M E

G A M E V.

The same opening to the 11th
Move with one Variation.

1 P E 4	2 P E 5
3 G F 3	4 P F 5
5 G E 5	6 D E 7
7 D H 5 +	8 P G 6
9 G G 6	10 D E 4 +
11 F E 2	12 G F 6
13 d h 4	14 D G 2
15 G H 8	16 D H 1 +
17 F F 1	18 D E 4 +
19 D E 4 +	20 P E 4
21 F C 4	22 P D 4
23 F B 5 +	24 P C 6
25 F E 2	26 F G 7 on G

Varia-

Variation at the 13th Move.

13	DH 3	14	PG 6
15	DH 8	16	DG 2
17	HF 1	18	EF 7
19	FC 4	20	PD 4
21	FE 2	22	BC 6
23	PC 3	24	CD 7
25	PD 4	26	BD 4
27	PD 4	28	FB 4 †
29	CD 2	30	FD 2 †
31	BD 2	32	AH 8 on D

27. *White* should play FD 3 or some other Move, and not take B.

G A M E VI.

The same opening to the 5th Move.

1 P E 4

2 P E 5

3	G F 3	4	P F 5
5	P F 5	6	P E 4
7	G E 5	8	G F 6
9	P G 4	10	P D 6
11	G C 4	12	PH 6
13	F G 2	14	P D 5
15	G E 3	16	P D 4
17	G C 4	18	P B 5
19	G A 3	20	P A 6
21	P D 3	22	C B 7
23	P E 4	24	G E 4
25	B D 2	26	F B 4
27	P C 3	28	P C 3
29	B E 4	30	P B 2 + F
31	C D 2	32	F D 2 +
33	B D 2	34	C G 2
35	H G 1	36	P A 1 D
37	D A 1	38	E castles
39	H G 2	40	D E 7 +
41	E F 1	42	DA 3 and wins.

G A M E VII.

The same opening with P F 5
at the 4th Move.

1	P E 4	2	P E 5
3	F C 4	4	P F 5
5	F G 8	6	H G 8
7	D H 5 +	8	P G 6
9	D H 7	10	H G 7
11	D H 8	12	D G 5
13	D H 3	14	P E 4
15	B C 3	16	D F 5
17	D E 3	18	H F 7
19	G H 3	20	P D 5
21	B D 5	22	B C 6
23	P C 3	24	C E 3
25	P C 4	26	B D 4
27	D C 3	28	D G 4
29	E castles	30	B E ₂ + E & D

27. Ill moved and Loss of Game.

The End of Book II.

APPENDIX.

PART I.

Additional GAMES and
OPENINGS to Book I.

OPENING I.

1 p e 4	2 p e 5
3 f c 4	4 f c 5
5 p c 3	6 g f 6
7 p d 4	8 p d 4
9 p d 4	10 f b 6
11 b c 3	12 E castles
13 g e 2	14 p c 6

13 *Le Calebrois* usually plays g f 3 before p f is moved which is wrong, because that P is hindered from advancing.

H

15 f d 3	16 p d 5
17 p e 5	18 g e 8
19 c e 3	20 p f 6
21 d d 2	22 p e 5
23 p e 5	24 c e 6
25 g f 4	26 d e 7
27 c b 6	28 p b 6
29 E castles	30 b d 7
31 g e 6	32 d e 6

15 To avoid being obliged to play p d 4, and thereby separate p e and p d. *See Game I, Book I.*

20. For an Opening to H.

21. Not p f 6, for then p e would be lost.

24. If f e 3, *See Variation.*

25. To dislodge C.

27. To exchange C for F, *See 16, Game V, Book I.*

28. A P doubled, with others near it, is not bad.

29. On E's Side to support p f.

33 P f 4
35 P e 5

34 B e 5
36 D e 5&c.

34. As pe and pf thus posted must win, nor can be parted without the Loss of a Piece, it is best to give B for them, and thereby gain a good Situation and break *White's Game*, who otherwise would win.

36. If *Black* had not given B for pe, and pf, but played at the 34th Move g c 7, he would lose.

33 p f 4	34 g c 7
35 a e 1	36 p g 6
37 p h 3	38 p d 4
39 b e 4	40 p h 6
41 p b 3	42 p b 5
43 p g 4	44 g d 5
45 b g 3	46 g e 3
47 a e 3	48 p e 3
49 d e 3	50 a a 2
51 h e 1	52 d b 3
53 d e 4	54 d i e 6
55 p f 5	56 p f 5

57 p f 5	58 d d 5	2
59 d d 5	60 p d 5	2
61 f b 5	62 b b 6	2
63 p f 6	64 a b 2	2
65 f d 3	66 e f 7	2
67 f f 5	68 b c 4	2
69 b h 5	70 h g 8 f	3
71 f g 4	72 b d 2	3
73 p e 6 +	74 e f 8	3
75 h a 1	76 a b 1	3
77 h b 1	78 b b 1	3
79 e h 2	80 b c 3	3
81 b f 4	82 b c 4	3
83 b d 5	84 h g 5	3
85 p e 7 +	86 e f 7	3
87 f e 6 +	88 e e 6	3
89 p e 8 D.		

Or thus,

73 p e 6 +	74 e g 6
75 p f 7	76 h f 8
77 b f 4 +	78 e g 7
79 f h 5	80 b e 4
81 p e 7	82 h c 8
83 p e 8	84 h e 8

85 p e 8 D and wins.

Varia-

Variation at the 24th Move.

23 p e 5	24 f c 3
25 d e 3	26 c e 6
27 g f 4	28 d e 7
29 g e 6	30 d e 6
31 E castles	32 b d 7
33 p f 4	34 g f 6
35 a e 1	36 g g 4
37 d h 3	38 p g 6 &c.

38. If *Black* had played p g 6 at the 34th Move, he would lose.

33 p f 4	34 p g 6
35 p h 3	36 g g 7
37 p g 4	38 p c 5
39 b e 2	40 p d 4
41 d d 2	42 b b 6
43 b g 3	44 b d 5
45 a e 1	46 b e 3
47 a e 3	48 p e 3
49 d e 3	50 d a 2
51 p f 5	52 d b 2

OPENING II.

1 p e 4	2 p e 5
3 f c 4	4 p g 6
5 p d 3	6 f g 7
7 b c 3	8 p d 6
9 g e 2	10 p c 6
11 c e 3	12 c e 6
13 f b 3	14 g f 6
15 E castles	16 E castles
53 p f 6	54 g e 1
55 p g 5	56 d d 4
57 d d 4	58 p d 4
59 p e 6	60 g d 6
61 b e 4	62 g f 5
63 h f 5	64 p f 5
65 b d 6	66 p f 4
67 p e 7	68 h b 8
69 f c 4 f	70 e h 8
71 b f 2 f	72 e g 8
73 b d 8 f f	74 e h 8
75 p e 8 d f m	

17 p f 4	18 c b 3
19 A's p b 3	20 b h 6

OPENING III.

1 p e 4	2 p e 5
3 f c 4	4 p c 6
5 p c 3	6 p d 5
7 p d 5	8 p d 5
9 c b 3	10 p f 5
11 g e 2	12 b c 6
13 p d 4	14 p e 4
15 E castles	16 g f 6
17 c g 5	18 f e 7
19 p f 4	20 E castles
21 b d 2	22 c e 6
23 p c 4	24 p c 4

5. Instead of p c 3, *White* should move p d 4, otherwise *Black* by playing p d 5, gets p e and p d in the middle of the Table.

25 b c 4	26 b d 4
27 d d 4	28 d d 4
29 g d 4	30 f c 5
31 a d 1	32 a d 8
33 b e 5	34 f d 4 †
35 a d 4	36 a d 4
37 f e 3 †	38 e h 8 &c.

OPENING IV.

1 p e 4	2 p e 5
3 f c 4	4 p c 6
5 p d 4	6 p d 4

6. If *Black* had played p d 5 to break *White's* Pawns he would lose, because p d will be separated, and taken as follows:

5 p d 4	6 p d 5
7 p d 5	8 p d 5
9 f b 5 †	10 c d 7
11 f d 7 †	12 b d 7
13 p e 5	14 b e 5 &c.

7 dd 4	8 pd 6
9 p f 4	10 c e 6
11 f d 3	12 pd 5
13 p e 5	14 p c 5
15 d f 2	16 b c 6
17 p c 3	18 p g 6.

10. To exchange for F, or to advance pd, and make room for his F.

16. If *Black* had advanced his Pawns, he would lose them for want of Support, as may be seen:

15 d f 2	16 p c 4
17 f e 2	18 p d 4
19 p c 3	20 p d 3
21 f f 3	22 c d 5
23 p b 3	24 p b 5
25 p a 4	26 p b 3
27 p b 5	28 c f 3
29 g f 3	30 b d 7
31 c e 3	32 a b 8
33 p c 4	34 b b 6
35 b d 2	36 f b 4

37 E castles, and must win.

H 5

19	ph 3	20	ph 5
21	pg 3	22	gh 6
23	g f 3	24	f e 7
25	p a 4	26	g f 5
27	e f 1	28	ph 4
29	pg 4	30	gg 3
31	e g 2	32	gh 1
33	e h 1	34	dd 7
35	d g 1	36	p a 5
37	c e 3	38	p b 6
39	b a 3	40	E castles D's
41	c a 6	42	e c 7 Side
43	b c 2	44	a a 8
45	f b 5	46	dd 8
47	p b 4	48	d f 8
49	p c 5	50	p c 5
51	g d 2	52	p c 4

52. Or thus:

51	g d 2	52	p f 6
53	g b 3	54	p c 4

55 c

53 g f 3	54 p f 6
55 c b 6 †	56 e b 7
57 f c 6 †	58 e c 6
59 g d 4 †	60 e d 7
61 p f 5	62 c g 8
63 p e 6 †	64 e e 8
65 g b 5	66 f d 6
67 d d 4 and must win.	

55 c b 6 †	56 e b 7
57 g c 5 †	58 f c 5
59 c c 5	60 d e 8
61 a b 1	62 e c 7
63 c d 6 †	64 e d 8
65 d b 6 †	66 e d 7 &c.

OPENING V.

Showing the Disadvantage of
White's moving g f 3 the 2d.
 Move.

1. p e 4

2. p e 5

H 6.

3 g f 3	4 p d 6
5 f c 4	6 p f 5
7 p d 3	8 p c 6
9 p f 5	10 c f 5
11 c g 5	12 g f 6
13 b d 2	14 p d 5
15 f b 3	16 f d 6
17 d e 2	18 d e 7
19 E castles	20 b d 7

6. To change with p e, that his p e and p d may be in the Centre; and also to be on G, and open a Passage for H.

12. If *White* plays c f 6, then *Black* p f 6 for Union of Pawns.

16. The best Place for F next to c 5.

19. On E's Side. If on D's Side, then *Black* on E's Side to attack with his Pawns, as thus:

19 Castles	20 Castles
21 p h 3	22 b d 7
23 P g 4	24 c e 6

25 a

21 g h 4	22 d e 6
23 g f 5	24 d f 5
25 c f 6	26 p f 6
25 a g 1	26 p b 5
27 p h 4	28 p a 5
29 c f 6	30 d f 6
31 p g 5	32 d e 7
33 p c 3	34 p a 4
35 f c 2	36 p c 5
37 p h 5	38 h b 8
39 h h 4	40 p c 4
41 p d 4	42 p e 4
43 g e 1	44 p b 4
45 p b 4	46 h b 4
47 p a 3	48 h b 5
49 p f 3	50 f a 3
51 p a 3	52 d a 3 f
53 e d 1	54 d a 1 †
55 b b 1	56 p a 3
57 e d 2	58 d d 4 †
59 e f 1	60 p a 2 &c.

25. Otherwise *White's F* would be inclosed, or three Moves lost.

27 p f 4	28 dg 6
29 p e 5	30 p e 5
31 h f 3	32 ph 5
33 a f 1	34 E castles
35 p c 4	36 p e 4
37 p e 4	38 pd 4
39 f c 2	40 be 5 &c.

28. By ph 6 the Attack would be got by *White's* cf 6, and an Opening made on E by pg.

36. When Pawns are in a Line on the same Colour, the foremost must be supported ; but here p e not being in the Line, is given in order to advance and support pd.

Or thus,

1 p e 4	2 p e 5
3 g f 3	4 pd 6
5 pd 4	6 p f 5

7 p e 5	8 p e 4
9 g g 5	10 p d 5
11 p f 4	12 f c 5
13 p c 4	14 p c 6
15 b c 3	16 g e 7
17 p h 4	18 p h 6
19 g h 3	20 E castles

7. If *White* had played p f 5, then *Black* p e 4 on G, and afterwards c f 5.

10. Thus p e and p d are in the middle, and must win if the Game be well played.

17. To avoid a double Pawn on the Line of H, when g h 3 should be taken by *Black*'s C.

OPENING VI.

Showing the Disadvantage of *White*'s playing p c 3 at the 2d move.

1 p e 4

2 p e 5

3 p.c. 3	4 p.d. 5
5 p.d. 5	6 d.d. 5
7 p.d. 3	8 p.f. 5
9 p.f. 4	10 p.e. 4
11 p.d. 4	12 d.f. 7
13 c.e. 3	14 g.f. 6
15 b.d. 2	16 g.d. 5
17 f.c. 4	18 p.c. 6

4. By this Move *White* loses the Attack, and without it *Black's* Game would have been shut up by *White's* Pawns.

7. If *White* plays g.e. 2, then *Black* p.e. 4 to be supported by p.f. 4.

9. If c.e. 6, then *Black* f.d. 3. So the same Situation, as *Opening IV*. But if p.c. 4 on D, *White* would lose, because the p.d. would be left behind, which the foremost Pawn of a String must never be.

10. Thus *Black's* p.e and p.d are in the middle; and when so, as many should be united to them as possible.

19	db 3	20	ce 6
21	fd 5	22	pd 5
23	ge 2	24	fd 6
25	E castles	26	ph 6&c.

Or thus,

1	pe 4	2	pe 5
3	pc 3	4	pd 5
5	pd 5	6	dd 5
7	pd 4	8	pd 4
9	pd 4	10	pc 5
11	ce 3	12	pd 4
13	dd 4	14	dd 4
15	cd 4	16	bc 6&c.

16. Thus the Games are equal, and White has lost the Move.

Or thus from the 8th Move.

7	pd 4	8	bc 6
9	ce 3	10	cf 5

11	g f 3	12	E castles
13	f e 2	14	pd 4
15	pd 4	16	cb 1
17	db 1	18	f b 4 +
19	e f 1	20	g e 7
21	f d 3	22	p f 5
23	e e 2	24	p f 4
25	c f 4	26	bd 4 +
27	gd 4	28	dd 4
29	c e 3	30	dg 4 +
31	e f 1	32	pg 6 & c

OPENING VII.

With pd 3 at the 7th Move.

1	pe 4	2	pe 5
3	f c 4	4	f c 5
5	g f 6	6	bc 6
7	pd 3	8	pd 6
9	gg 5	10	d f 6

11	f f 7	12	e f 8
13	d d 2	14	p h 6
15	f g 8	16	e g 8
17	g f 3	18	c g 4
19	g g 1	20	a f 8
21	p f 3	22	d h 4
23	p g 3	24	d f 6
25	d d 1	26	b d 4
27	b d 2	28	e h 7
29	p a 3	30	p a 5
31	p b 3	32	a f 7
33	c b 2	34	h f 8 &c.

19. If d d 1, then

20	b d 4
22	a f 8
24	b f 3
26	c f 3
28	d f 3

Or thus from the 23d Move.

23	e f 1	24	f g 1
----	-------	----	-------

25	e g 1	26	c f 3
27	p f 3	28	b d 4
29	d f 2	30	b f 3 +
31	e g 2	32	d g 4 +
33	d g 3	34	b h 4 + &c.

OPENING VIII.

1	p e 4	2	p e 5
3	f c 4	4	f c 5
5	g f 6	6	b c 6
7	p c 3	8	g f 6
9	p b 4	10	f b 6
11	d b 3	12	E castles
13	p d 3	14	p a 5
15	p b 5	16	p d 5
17	p d 5	18	p a 4
19	d a 3	20	b a 5
21	d a 4	22	c g 4
23	b d 2	24	h e 8
25	E castles	26	p e 4

27 p e 4	28 g e 4
29 f d 3	30 c f 3
31 b e 4	32 c e 4
33 f e 4	34 d h 4 &c.

29. O n c b 2	30 c f 3
31 b f 3	32 g c 5
33 d b 4	34 b c 4
35 d c 4	36 a a 4 &c.
31. O r b f 3	32 d d 5
33 d c 2	34 d b 3 &c.

OPENING IX.

1 p e 4	2 p e 5
3 f c 4	4 f c 5
5 g f 6	6 b c 6
7 p c 3	8 g f 6
9 p d 4	10 p d 4
11 p e 5	12 p d 5
13 f b 5	14 g e 4
15 f e 6	16 p c 6

[166]

17 pd 4	18 fb 6
19 E castles	20 cg 4
21 ce 3	22 E castles
23 pa 4	24 pa 5
25 ph 3	26 ch 5 &c.

OPENING X.

1 pe 4	2 pe 5
3 fc 4	4 fc 5
5 ge 2	6 pc 6
7 pd 4	8 pd 4
9 gd 4	10 dh 4
11 bg 6	12 pd 5
13 fb 3	14 pe 4
15 ce 3	16 gf 6
17 dd 2	18 dg 4
19 pf 3	20 pf 3
21 gf 3	22 fe 3
23 de 3	24 ge 6
25 E castles	26 E castles

OPENING XI.

1 p e 4.	2 p e 5.
3 f c 4	4 f c 5
5 p c 3	6 g f 6
7 p d 4	8 p d 4
9 p d 4	10 f b 4 +
11 c d 2	12 f d 2 +
13 b d 2	14 g e 4
15 b g 4	16 p d 5
17 f b 5 +	18 p c 6
19 f c 6 +	20 p c 6
21 b c 3	22 d g 5
23 p g 3	24 castle
25 g e 2	26 c g 4
27 d d 2	28 d h 5
29 castle	30 c f 3 &c.

Orithus for the 15th Move.

15 f f 7 + 16 e f 7

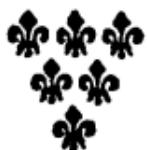
17 d h 5 +	18 pg 6
19 d d 5 +	20 eg 7
21 b e 4	22 h e 8
23 castle	24 pc 6
25 d g 5	26 d g 5 +
27 b g 5	28 pg 5 &c.

OPENING XII.

With the Queen's Pawn.

1 p d 4	2 p d 5
3 p e 6	4 c f 5
5 p c 4	6 p e 6
7 p a 3	8 c b 1
9 a b 1	10 p c 6
11 g f 3	12 g f 6
13 f e 2	14 b d 7
15 p b 4	16 p b 4
17 f b 4	18 f d 6
19 p b 5	20 castle

21	castle	22	ph 6
23	h e 1	24	bb 6
25	f d 3	26	pb 5
27	a b 5	28	gd 5
29	a b 3	30	dc 7
31	p e 4	32	gc 3
33	dc 2	34	g a 4
35	dd 2	36	bd 7
37	p e 5	38	f e 7
39	f b 1	40	hc 8
41	dd 3	42	bf 8
43	c e 3	44	gb 6
45	ph 3	46	dc 4 &c.



APPENDIX.

PART II.

Additional GAMBET GAMES
and OPENINGS to Book II,

OPENING I.

With three Variations.

1 p e 4	2 p e 5
3 p f 4	4 p f 4
5 g f 3	6 pd 6
7 pd 4	8 pg 5
9 f c 4	10 ph 6
11 ph 4	12 f g 7
13 pg 5	14 pg 5
15 h h 8	16 f h 8
17 g e 5	18 p e 5

13 If p c 3, Variation 1st.

19 d h 5	20 d f 6
21 p e 5	22 d g 7
23 p e 6	24 g h 6
25 p f 7 †	26 e f 8
27 c f 4	28 c g 4
29 c c 7	30 c h 5
31 c d 6 † m	

24 If g e 7, *Variation 2d*; if g f 6, *Variation 3d*; if c e 6, then

23 p e 6	24 c e 6
25 f e 6	26 b d 7
27 f f 7 †	28 d f 7
29 d h 8	30 castle, &c.

Variation 1st at the 13th Move.

13 p c 3	14 p c 6
15 d e 2	16 c g 4

14. P b 5, or c e 6, *Black will lose.*
See *Variations 1st and 3d*, of *Game IX*,
Book II.

16. If c e 6, See *Game XI*, *Book II.*

17	pg 3	18	pg 3
19	pg 5	20	pg 5
21	hh 8	22	f h 8
23	c g 5	24	f f 6
25	c f 6	26	df 6
27	bd 2	28	bd 7
29	E castles	30	E castles
31	ag 1	32	df 4
33	dg 2	34	pf 5
35	dg 3	36	dg 3
37	a g 3	38	pe 4
39	f g 8	40	cf 3
41	b f 3	42	pf 3
43	f f 7	44	af 8
45	a f 3	46	ec 7
47	ed 2	48	pc 5

17. Sacrifice the Pawns on E's Side for p e alone, to make room for C.

24. If dg 5, or cf 3, *Black* would lose.

47. If pc 4, *Black* would play pc 5 and

49 f h 5 50 a f 3
 51 f f 3 &c. a drawn Game.

and force his pd to be taken or *White's* to be lost, then *Black's* B would fork A and F.

Variation 2d, at the 24th Move.

23 p e 6	24 g e 7
25 p f 7 +	26 e f 8
27 c d 2	28 b d 7
29 c c 3	30 b e 5
31 b d 2	32 c g 4
33 d h 2	34 a d 8
35 f b 3	36 p c 5
37 b c 4	38 g g 6
39 e f 2	40 a d 1
41 a d 1	42 c d 1
43 d h 1	44 c g 4
45 b d 6	46 g h 4
47 b e 8	48 d h 7

49	b d 6	50	p b 3
51	d e 1	52	g g 2
53	e g 2	54	d h 3 †
55	e f 2	56	d h 2 †
57	e f 1	58	c h 3 † m

Variation 3d, at the 24th Move.

23	p e 6	24	g f 6
25	p f 7 †	26	e f 8
27	d f 3	28	b c 6
29	d a 3 †	30	b e 7
31	c d 2	32	g e 4
33	c b 4	34	d e 5
35	e f 1	36	p c 5
37	c e 1	38	c e 6
39	f d 3	40	e f 7
41	b c 3	42	g g 3 †
43	c g 3	44	p g 3
45	b e 4	46	a f 8
47	a e 1	48	e g 8 † a & c.

OPENING II.

With two Variations.

1 p e 4	2 p e 5
3 p f 4	4 p f 4
5 f c 4	6 d h 4 +
7 e f 1	8 p g 5
9 g f 3	10 d h 5
11 p d 4	12 p d 6
13 b c 3	14 g e 7
15 b e 2	16 f g 7
17 b h 4	18 p h 6

8. If f c 5, See Game XII, Book II ;
 if p c 6, See Opening III.

10. If d h 6 or d g 4, then White
 f f 7 + ; and if F is taken by E, G
 forks E and D.

13. Or thus :

13 p h 4	14 f h 6
15 f e 2	16 p g 4
17 g e 1	18 b c 6
	I 4
	19 p

19 e f 2	20 d g 6
21 d d 3	22 b c 6
23 p h 5	24 d h 7
25 c d 2	26 p f 5
27 p f 5	28 c f 5
29 d b 3	30 castle, &c.

19 p c 3	20 p f 5
21 p f 5	22 c f 5
23 f d 3	24 castle

Variation 1st at the 13th Move.

13 p c 3	14 c g 4
15 e f 2	16 g f 6
17 d e 2	18 b d 7
19 p h 4	20 c f 3
21 d f 3	22 d f 3
23 e f 3	24 p g 4 †

13. In order for d b 3.

18. If c f 3, See Variation 2d.

23. Instead of p f 3 to unite it to
p e,

25 e f 4	26 f h 6+
27 e f 5	28 f c 1
29 h c 1	30 p h 5
31 b d 2	32 e e 7
33 h f 1	34 p c 6
35 a e 1	36 p b 5
37 f b 3	38 p a 5
39 p e 5	40 p e 5
41 p e 5	42 g d 5
43 b e 4	44 b b 6
45 b f 6	46 a d 8
47 p e 6	48 a d 6

p e, according to the general Rule ; because E, by taking the P, comes into Action as the D's are lost, and is of great Service in the Course of the Game.

43. If f d 5 on G, p d 5 would hinder B.

48. If p e 6 lost Game, for P f would be taken.

49 p f 7 + a	50 e f 7
51 e g 5	52 e g 7
53 b h 5 +	54 e h 2
55 h f 7 +	56 e g 8
57 h b 7	58 a d 8
59 h b 6 takes B and wins.	

Variation 2d, at the 18th Move
of Variation the 1st.

1 p e 4	2 p e 5
3 p f 4	4 p f 4
5 f c 4	6 d h 4 +
7 e f 1	8 p g 5
9 g f 3	10 d h 5
11 p d 4	12 p d 6
13 p c 3	14 c g 4
15 e f 2	16 g f 6
17 d e 2	18 c f 3
19 d f 3	20 d f 3 +
21 p f 3	22 f g 7

23	p h 4	24	p h 6
25	h g 1	26	g h 7
27	c f 4	28	f d 4 +
29	p d 4	30	p f 4
31	h g 7	32	b c 6
33	b c 3	34	b d 4
35	f f 7 +	36	e f 8
37	a g 1	38	b c 6
39	f b 3	40	a d 8
41	h f 7 +	42	e e 8
43	a g 7	44	g f 8
45	b d 5	46	a c 8
47	b c 7 +	48	a d 8 &c.

26. To prevent pg 5.

40. Otherwise *White* would have played h h 7 on g, and then check'd with A to take *Black's* A.

OPENING III.

With one Variation.

1 p e 4

I 6

2 p e 5

3 p f 4	4 p f 4
5 f c 4	6 d h 4 +
7 e f 1	8 p d 6
9 g f 3	10 c g 4
11 p d 4	12 p g 5
13 b c 3	14 d h 5
15 p h 4	16 p h 6
17 e f 2	18 c f 3
19 p f 3	20 d g 6
21 p g 5	22 d g 5
23 b e 2	24 b d 7
25 b f 4	26 d d 8
27 p c 3	28 b b 6
29 f d 3	30 d d 7
31 c e 3	32 castle
33 p a 4	play up the Ps. on E.

14. If cf_3 on g, then df_3 , and afterwards pg_3 , a good Situation.

16. If pf_6 , then *White's* fg_8 , and afterwards bd_5 , a good Situation.

Varia-

Variation at the 9th Move.

9 p d 4	10 p g 5
11 g f 3	12 d h 5
13 p h 4	14 f h 6
15 e g 1	16 p g 4
17 g e 1	18 g e 7
19 b c 3	20 h g 8
21 b e 2	22 p f 3
23 b g 3	24 d g 6
25 p h 5	26 d f 6
27 p f 3	28 p f 3
29 e f 2	30 f c 1
31 a c 1	32 c g 4
33 p c 3	34 d f 4

25. Or thus:

25 c h 6	26 d h 6
27 p f 3	28 d e 3 +
29 e g 2	30 g g 6

35 g f 3 36 c e 6
 37 d e 6 &c.

OPENING IV.

The three Pawns Gambet *,
 or Cunningham's Gambet.

With fiye Variations.

1 p e 4	2 p e 5
3 p f 4	4 p f 4
5 g f 3	6 f e 7
7 f c 4	8 f h 4 +
9 p g 3	10 p g 3
11 castle	12 p h 2 +
13 e h 1	14 f f 6
15 p e 5	16 p d 5
17 p f 6	18 g f 6

* So called from *White's* giving p f,
 p g, and p h.

14. If f e 7 lost Game, See Variation 5th.

17. If F was not given, *Black* would
 lose;

19 f b 3	20 castle
21 p d 4	22 p h 6 &c.

lose; but having three Pawns for it, he hath the Advantage if his Pawns are well supported.

Variation 1st, at the 14th Move.

13 e h 1	14 p d 5
15 p d 5	16 f e 7
17 g e 5	18 g f 6
19 p d 6	20 d d 6
21 f f 7 +	22 e f 8
23 p d 4	24 b c 6
25 g c 6	26 d c 6 +
27 f h 5	28 p g 6
29 c h 6 +	30 e e 8 &c.

22. To prevent $cg5$, and a Separation of Pawns.

Varia.

Variation 2d, at the 20th Move.

19 f b 3	20 c e 6
21 p d 3	22 p h 6
23 c f 4	24 p c 5
25 c h 2	26 b c 6
27 b d 2	28 g g 4
29 d e 2	30 g h 2
31 d h 2	32 d b 8
33 d b 8	34 a b 8

28. To take C, which hinders castling on D's Side.

N. B. When strong in Pawns take C and F, as they obstruct Pawns more than A and H.

29. To defend C ; for if *White* had played ce5, to hinder ♞ of B, *Black* would play pf6, and win.

32. Otherwise *Black* would be straitened : if *White* refuses to change, *Black* plays dd6 in a good Post.

35	a e 1	36	e d 7
37	g e 5 +	38	b e 5
39	a e 5	40	e d 6
41	h e 1	42	p b 5
43	p c 3	44	a e 8
45	p a 4	46	p a 6
47	b f 3	48	p g 5
49	e g 2	50	p f 6
51	a e 2	52	p h 5
53	p b 5	54	p b 5
55	h d 1	56	a a 8
57	h e 1	58	c d 7
59	p d 4	60	p c 4
61	f c 2	62	p h 4
63	h h 1	64	h h 5

50. If p f 5, *White* would play c d 5 and win p d.

62. To play pg on B, and prevent *White's* b h 4, which would obstruct *Black's* Pawns.

65 p b 3	66 a h 8
67 p b 4	68 p g 4
69 b d 2	70 h g 5
71 h f 1	72 p g 3
73 h f 6 +	74 e e 7
75 h g 6	76 p a 3 +
77 e g 1	78 p g 2
79 h g 5	80 p h 2 +
81 e g 2	82 p h i d +
83 e f 2	84 a f 8 +
85 e e 3	86 d h 3
87 b f 6	88 d f 3 +
89 e d 2	90 d f 4
91 e d 8	92 d g 5 &c.

Variation 3d, at the same 20th
Move.

19 f b 3	20 c e 6
21 p d 4	22 g e 4

21. P d 3 is better, as it stops *Black's*
G.

23 c f 4	24 p f 5
25 b d 2	26 d e 7
27 p c 4	28 p c 6
29 p d 5	30 p d 5
31 a c 1	32 b c 6
33 b e 4	34 D's p e 4
35 g h 2	36 castle
37 d d 2 &c.	

25. To tempt G to take it, which would be ill play; because G, thus supported by two Pawns, is equal to H; and when taken, his two Pawns would unite, and the foremost having nothing to obstruct it, would cost a Piece or be a D.

28. If p c 4, *Black's* G would be supported but by one Pawn, and forced to retire by *White's* pushing on his G.

Variation 4th at the 15th Move.

1 p e 4

2 p e 5

3 p f 4	4 p f 4
5 g f 3	6 f e 7
7 f c 4	8 f h 4 +
9 p g 3	10 p g 3
11 castle	12 p h 2 +
13 e h 1	14 f f 6
15 f f 7 +	16 e f 7
17 g e 5 + +	18 e e 8
19 d h 5 +	20 p g 6
21 g g 6	22 p g 6
23 d g 6 +	24 e e 7
25 d f 7 + m	

23. If d h 8, then	24 e d 7
25 h f 7 +	26 e c 6
27 h g 7	28 d g 5
29 d g 8	30 d g 1 + m

Variation 5th, at the 14th Move
of the foregoing.

13 e h 1 14 f e 7

15	f f 7 +	16	e f 8
17	g e 5	18	g f 6
19	f b 3	20	d e 8
21	g f 7	22	h g 8
23	p e 5	24	p d 5
25	p f 6	26	p f 6
27	f d 5	28	c g 4
29	d e 1	30	c h 5
31	p d 4	32	c f 7
33	c h 6 +	34	h g 7
35	b c 3	36	c d 5
37	b d 5	38	d c 7
39	b e 7	40	d e 7
41	d e 7	42	e e 7
43	c g 7	and must win.	

16. If e f 7, then

17	g e 5 + +	18	e e 6
19	d g 4 +	20	e e 5
21	d f 5 +	22	e d 6
23	d d 5 + m		

OPEN-

OPENING V.

The Queen's Gambet.

1 p d 4	2 p d 5
3 p c 4	4 p c 4
5 p e 3	6 p b 5
7 p a 4	8 p c 6
9 p b 5	10 p b 5
11 d f 3	12 b c 6
13 d c 6 + takes B and wins.	

5. *P e 3* blocks up F, therefore *p e 4* is better, *See Variation 1st.*

6. By thus defending the Gambet Pawn, *Black* will lose. *P e 5* or *p f 5* is better, as will be seen.

Or thus,

7 p a 4	8 c d 7
9 p b 5	10 c b 5
11 b a 3	12 d d 5
13 p b 3	14 d b 7

15 b b 5	16 d b 5
17 f c 4	18 d f 5
19 g e 2	20 p e 6
21 castle	22 f d 6
23 g g 3	24 d f 6
25 p e 4	26 d e 7 &c.

Or thus,

1 p d 4	2 p d 5
3 p c 4	4 p c 4
5 p e 3	6 p f 5
7 f c 4	8 p e 6
9 p f 3	10 g f 6
11 b c 3	12 p c 5
13 g e 2	14 b c 6
15 castle	16 p g 5

6. This, and *Black's* two next Moves, are made to hinder the junction of p e with p d.

16. To play, if Occasion, p f on p e, in order to a Separation of *White's* best Pawns

17 p d 5 18 b h 5
 19 f b 5 + 20 e f 7

20. By *White's* p d 5 at the 17th Move, *Black* has gained the Move and a good Situation; wherefore *White* should have played thus:

17 p c 5	18 d d 1
19 h d 1	20 f c 5
21 g d 4	22 e e 7
23 b a 4	24 f d 6
25 g c 6 +	26 p c 6
27 p f 4	28 p h 6
29 c d 2	30 g d 5
31 p g 3	32 c d 7
33 e f 2	34 p c 5
35 b c 3	36 c c 6
37 b d 5 +	38 p d 5
39 f e 2	40 a g 1
41 c c 3	42 p f 4
43 c h 8	44 p e 3 +
45 e e 3	46 a h 8
47 f f 3	48 e e 6
49 h d 2	50 p d 4 +
51 e f 2	52 c e 4

Or thus,

1 p d 4

3 p c 4

53 a e 1

55 h e 2

57 p g 4

59 h e 8

61 p h 3

63 a h 1

65 e e 3

67 p d 2 &c.

2 p d 5

4 p c 4

54 e d 5

56 a e 8

58 c f 3

60 p g 4

62 p c 6

64 p d 6

66 f c 5 †

If *White*, at the 43d Move, had played E's p f 4, then *Black* p d 4, a good Situation, and a P not to be hindered but by the Loss of a Piece. But if G's p f 4, then *Black* p d 4, and afterwards †, with A covered by C. By this Game is seen, the Power of F and C, against A and H, when E is between two Pawns. If *White*, instead of pursuing Pawns, had taken F by a d 8, at 61; at 63, h e 7 would have been a Remise.

K

[194]

5 p e 3	6 c e 6
7 b a 3	8 d d 5
9 p f 3	10 p b 5
11 p b 3	12 p b 3
13 b b 5	14 d d 8
15 p d 5	16 c d 7
17 d b 3	18 p e 6
19 f c 4	20 p c 6
21 p e 6	22 p e 6
23 f c 6	24 p b 5
25 f g 6	26 d e 7

Or thus,

5 p e 3	6 p e 5
7 f c 4	8 p d 4
9 p d 4	10 b c 6

so. If da 5 †, then

11 e f 2	12 p b 5
13 p b 3	14 d a 6
15 p d 5	16 c d 7
17 p c 4	18 p e 6

19 b

[195]

11	g f 3	12	c g 4
13	castle	14	f d 6
15	h e 1 +	16	g e 7
17	f f 7 +	18	e f 7
19	g g 5 + +	20	e e 8
21	d g 4	22	d d 7
23	g e 6	24	p g 6 &c.

19	b b 5	20	c b 5
21	p b 5	22	d d 6
23	p e 4	24	g f 6
25	c b 2	26	b d 7
27	a c 1	28	b e 5 &c.

12. If f d 6, then

13	castle	14	g e 7
15	g g 5	16	castle
17	d h 5	18	p h 6
19	g f 7	20	h f 7
21	f f 7 +	22	e h 7
23	c e 3	24	c f 5

Variation 1st at the 5th Move.

1 p d 4 2 p d 5
K 2

3 p c 4	4 p c 4
5 p e 4	6 p e 5
7 p d 5	8 p f 5
9 b c 3	10 g f 6
11 p f 3	12 f c 5
13 b a 4	14 f g 1

5. This is the best Way of opening the Queen's Gambet.

6. If p b 5, not so good. See Variation 2d.

7. If p e 5, the Attack would be lost by *Black's* d d 1 +.

8. If any other Move, *White* should play p f 4, for a free Passage for his Pieces.

13. On F. Had *White* played f c 4 to take the Gambet Pawn, it would be Game lost.

13 f c 4	14 p e 4
15 p e 4	16 g g 4
17 g h 3	18 d h 4 +
19 e d 2	20 g e 3
21 d e 2	22 c g 4
	23 d

15 h g 1	16 castle
17 b c 3	18 p e 4
19 f c 4	20 p f 3

23 d d 3	24 g g 2
25 g g 1	26 d e 8 ♦
27 e c 2	28 f g 8 &c.

14. If f d 4, *White* should play g e 2, and take F next Move.

16. If p b 5, to support Gambet Pawn, then

17 b c 5	18 castle
19 p a 4	20 b a 6
21 b a 6	22 c a 6
23 p b 5	24 c b 5
25 p b 3	26 p e 4 &c.

But if p e 4, then *White* p e 4; and *Black* could not play g e 4; because *White*, by d h 5 ♦, would win.

19. If *White* played p e 4, he would lose.

19 p e 4	20 g e 4
21 b e 4	22 d h 4 ♦
23 b g 3	24 c g 4

K 3

25 f

21	p f 3	22	c f 5
23	c e 3	24	b d 7
25	d d 2	26	b b 6
27	c b 6	28	H's p b 6
29	castle	30	e h 8
31	hg 5	32	p g 6
33	d e 3	34	d d 6
35	b e 4	36	c e 4
37	p e 4	38	h e 8
39	e b 1	40	d c 5
41	d c 5	42	p c 5
43	a e 1	44	e g 7 &c.

25	f e 2	26	d h 7
27	h f 1	28	d g 6 †
29	e d 2	30	b d 7
31	h f 8	32	a f 8
33	d e 1	34	h f 2 &c.

21 For a Passage to H, and to cover E, and stop G.

Varia-

Variation 2d at the 6th Move.

1 p d 4	2 p d 4
3 p c 4	4 p c 4
5 p e 4	6 p b 5
7 p a 4	8 p c 6
9 p b 3	10 p b 3
11 p b 5	12 p b 5
13 f b 5 +	14 c d 7
15 d b 3	16 c b 5
17 d b 5 +	18 d d 7
19 d d 7	20 b d 7
21 p f 4	22 p e 6
23 e e 2	24 p f 5
25 p e 5	26 g e 7

9. To separate the Pawns.

24. To force *White's* p e 5, that pd may be left behind. As it must be played, *White* must try to change pd for *Black's* p e, in order to have free Passage for his own p e.

K 4

[200]

27 b.c 3	28 g.d. 5
29 b.d. 5	30 p.d. 5
31 c.a. 3	32 f.a. 3
33 a.a. 3 &c.	

28. *Black* opens a Change to save his p.d., tho' it separates his Pawns.

33. *White* must win at last, by having a free Passage for p.e to become D.

OPENING VI.

Where the Gambet Pawn is not taken.

1 p.d. 4	2 p.d. 5
3 p.c. 4	4 p.c. 5
5 p.e. 5	6 d.a. 5†
5. If b.c. 3, then	6 p.d. 4
7 d.d. 4	8 p.c. 4
9 d.d. 8	10 e.d. 8
11 p.e. 4	12 c.e. 6
13 b.d. 5	14 p.b. 5

7	dd 2	8	dd 2
9	bd 2	10	pc 4
11	bc 4	12	pe 6
13	bd 6+	14	fd 6
15	pd 6	16	gf 6
17	pf 3	18	castle
19	pe 4	20	pe 5
21	pb 3	22	hd 8
23	ca 3	24	ge 8
25	ad 1	26	ce 6
27	fc 4	28	cd 7
29	pg 3	30	pb 5
31	fd 5	32	cc 6
33	cc 5	34	cd 5
35	ad 5	36	bd 2

15	pa 4	16	cd 7
17	pb 5	18	cb 5
19	bc 3	20	ca 6
21	cf 4	22	cb 7
23	fc 4	24	pe 6 &c.

37	p b 4	38	p a 5
39	p a 3	40	p b 4
41	p b 4	42	a a 1 +
43	e f 2	44	a c 1
45	e g 2	46	b c 5
47	p c 5	48	p b 4
49	g e 2	50	a c 2
51	e f 2	52	p b 3
53	h b 1	54	p b 2
55	e e 1	56	p f 6
57	e d 1	58	a c 4
59	h b 2	60	e f 7
61	h b 7 +	62	e f 8
63	p d 7	must take G and win.	

62. If e e 6, then h e 7 + m.

APPEN-

APPENDIX.

PART III.

ENDINGS of GAMES.

ENDING I.

Showing how to give \check{m} with
a King and a Rook.

Black E b 6.

White E d 4. H h 5.

1 e c 4

2 e a 8

3 e b 4

4 e b 6

4. When the Kings are opposite with one Square between them, then \check{m} with the Rook, which obliges the *Black* King to retire one Move nearer the Side of the Board.

5 h h 6 +	6 e a 7
7 e b 5	8 e b 7
9 h h 7	10 e h 8
11 e b 6	12 e b 8
13 h h 8 + m	

6. If e c 7, the Kings must move till they become opposite, and then + as before; till the *Black* King is forced to the Side of the Board, and then + m with the Rook.

ENDING II.

Showing how to give + m with a Bishop, Rook, and King, against a King and Rook.

Black E e 8. Hd 7.

White E e 6. A c 5. Ce 5.

1 a c 8 +	2 h d 8
3 a c 7	4 h d 2

5 a b 7	6 h d 1
7 a g 7	8 h f 1
9 f g 3	10 e f 8
11 a g 4	12 e e 8
13 a c 4	14 h d 1
15 f h 4	16 e f 8
17 f f 6	18 h e 1 †
19 f e 5	20 e g 8
21 a h 4	and then a h 8 † m

14. If e f 8; then

15 f e 5	16 e g 8
17 a h 4	18 e f 8
19 a h 8 † m	

Or thus,

7 a g 7	8 e f 8
9 a h 7	10 h g 1
11 a c 7	12 h g 6 †

12. If e g 8, then

13 a c 8 †	14 e h 7
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13 c F 6	14 e g 8
15 a c 8 +	16 e h 7
17 a h 8 + m	
15 a h 8 +	16 e g 6
17 a g 8 + and takes H.	

Or thus,

9 f g 3	10 h f 3
11 f d 6	12 h e 3 +
13 f e 5	14 h f 3
15 a e 7 +	16 e d 8
17 a b 7 and H must be lost or + m	

ENDING III.

How to give + m with two Rooks, against a King and one Rook.

Black E d 6. H h 4.

White A a 7. E d 8. H c 5.

1 h h 5

2 h h 5

3 a a 6 +	4 e c 5
5 a a 5 +	6 e b 4
7 a h 5 takes H	

7. And then proceed as in *Ending I.*

ENDING IV.

To give + m with a Knight and a King, against a Pawn and a King.

Black E a 1. P a 3.

White E c 1. B d 2.

1 b b 3 +	2 e a 2
3 b c 5	4 e a 1
5 e c 2	6 e a 2
7 b d 3	8 e a 1
9 b c 1	10 p a 2
11 b b 3 + m.	

6. If p a 2, then b b 3 + m.

ENDING V.

B. Ag 1. Ea 1. Pa 2. Pb 3.
W. Af 6. Bb 5. Eb 6. Pg 7. Ph 4.

1 a f 1	2 a f 1
3 pg 8 d	4 pb 2
5 dg 7	6 ag 1
7 de 5	8 ae 1
9 de 1 +	10 pb 1 d
11 dc 3 +	12 db 2
13 e c 5	14 eb 1
15 b a 3 +	16 ea 1
17 de 1 +	18 db 1
19 db 1 + m	

6. If ah 1, then

7 b d 4	8 ah 4
9 b b 3 +	10 eb 1
11 dg 6 + m	

Or thus,

1 a f 1 +	2 a f 1
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3 pg 8 d	4 p b 2
5 dg 7	6 e b 1
7 b a 3 +	8 e a 1
9 b c 4	10 a f 1
11 e b 5	12 a g 2
13 dd 4	14 a c 2
15 e b 4	16 e b 1
17 b a 3 +	18 e c 1
19 d g 1 + &c.	

ENDING VI.

Bl. Dg 3. Ed 3. Pd 2.

Wb. Ae 8. Ed 1. Hh 4.

1 a d 8 +	2 e c 3
3 h h 3	4 d h 3
5 a d 3 +	6 e b 2
7 a h 3	8 p c 3
9 e e 2	10 e c 2

6. If d d 3, stale Mat.

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11 a g i	12 e b 2
13 e d 3	14 e b 3
15 a b i +	16 e a i
17 e c 2 &c.	

ENDING VII.

Bl. De 5. Ea 8. Pb 6. Pc 7.
W. Ad 7. Bb 4. Ef 3. Pb 3. Pc 4.

1 a d 8 +	2 e b 7
3 a b 8 +	4 e b 8
5 b c 6 +	6 e b 7
7 b e 5 &c.	

ENDING VIII.

Bl. Ed 8. Ce 6. Pb 2. Pc 3.
Wb. Ba 8. Ed 6. Pc 6. Pg 4.

1 p c 7 +	2 e c 8
3 b b 6 +	4 e b 7

5 e e 6 6 p b i d
 7 p c 8 d + 8 e b 6
 9 d b 8 + &c.

Or thus,

5 e e 6 6 e c 7
 7 b d 5 + &c.

ENDING IX.

Bl. A h 4. E c 8.

Wb. C f 4. E g 8. P c 6. P g 7.

1 c e 5	2 a h i
3 p c 7	4 a f i
5 e h 7	6 a h i +
7 e g 6	8 a g i +
9 e f 7	10 a f i +
11 e g 8	12 a h i
13 c f 4	14 a h 4
15 c g 5	16 a g i
17 c d 8	18 a g i

19 e a 7 20 a h i †
 21 e g 6 22 a g i †
 23 c g 5 &c.

ENDING X.

Bl. E c 5. Ph 4.
 Wb. E e 3. Pa 4. P c 4.

1 p a 5	2 p h 3
3 e f 3	4 e c 6
5 e g 3	6 e b 7
7 p c 5	8 e a 6
9 p c 6	10 e a 7
11 e h 3	12 e b 8
13 p a 6 &c.	

F J N I S

